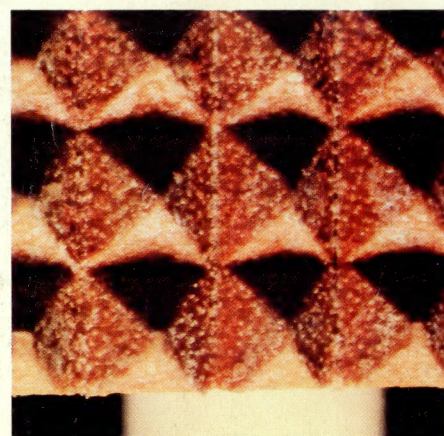
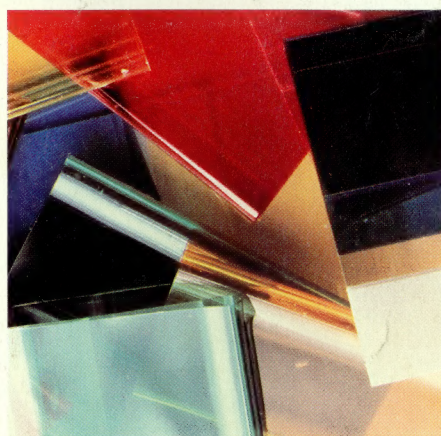


GAMES


May/June 1979

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WHAT ARE THESE OBJECTS?
CALL BENDER CONTESTS! PAGE 19



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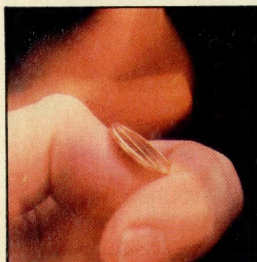
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GAMES



page 4



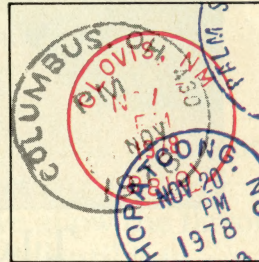
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COVER: Photographs by Jane Limbacher. Rules for our Eyeball Bender Contests are on page 19.

Editor's Message



Stan Felleman

Take a Chance and Flip Out

This spring marks the twentieth anniversary of the invention of the Penny Walk. A little-known exercise in creative meandering, the Penny Walk was born on a crisp, dewy morning at the foot of a driveway in eastern Connecticut. A friend and I had decided to go for a walk in the country, and as we approached the public road, I asked, quite innocently, "Which way do you want to go, Marty?"

"I don't know. Which way do you want to go, Mike?" he countered in his customary fashion. After a few more rounds of ritual indecision, it occurred to one of us — I don't remember which — to enlist the services of a penny. (This thought was all the more remarkable coming in 1959, many years before either of us had even heard of the *I Ching*.)

It was then that Marty, palming the penny, intoned those fateful words, "If it's heads, we go right, and if it's tails, we go left." It was tails and we went left.

Arriving before long at our first junction, we again hesitated. Should we bear left and over the wooden bridge, or right and up the steep hill — leading to what we knew was a doubly tedious dead end? Fortunately we flipped a tail, but only after deciding that dead ends also have their place in the scheme of things and were not to be exempt from our random itinerary.

The next junction was a true four-way intersection. We could go left, right, or straight ahead. A second penny, or a second flip of the same penny, was necessary, and the four-way rule was then invoked for the first time: "If two heads, then right; if two tails, then left; if one of each, then straight ahead . . . and never backwards!" We realized then that, in principle, no intersection could ever be too complex, provided we had enough money or could keep track of a series of flips. We also realized, by degrees, that an exceptional run of one-sided flips could send you circling a single block for hours on end; that, on the other hand, you certainly can get lost in a hurry; that we really should have decided in advance how long we were going to indulge our flipper, because one flip leads to another; and that he who quits and breaks the magic spell inevitably loses face. Of course all this and much more was fully comprehended before long.

Arriving home around midnight with blistered feet and stiff legs, we apologized to our distraught families, telephoned the police to call off the search party, and proudly announced that we had completed a twenty-five-flipper which on those rural roads turned out to be a thirty-six-mile jaunt.

Thenceforth our Penny Walks began with a public declaration of our intentions, including a predetermined number of flips. We found that a fifteen-flipper was properly ambitious on country roads, a forty-flipper in the suburbs, and a one hundred-flipper in the city. Of course, it's best to begin in an unfamiliar place because the real fun is in finding your way home after you've gotten lost. If you decide to try it, I should tell you that it's been years since I've seen Marty, so I can't vouch for how far you'll get on a penny these days, but be assured that if you're not delighted, there's a money-back guarantee.

Michael Donner
Michael Donner

GAMES

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Amaretto di Saronno. The Original.

From the Village of Love.

LETTERS

Bravo Conquest

I was happy to see your review of Conquest (Games & Books, January/February). I have been playing it for three years and it has given me many hours of enjoyment. You didn't mention the puzzle book that comes with the game. It has a marvelous collection of problems and your readers ought to find it of interest.

Harry Reitz, D.D.S.
Camarillo, CA

We're interested in learning more about Conquest, especially if it really combines the better aspects of chess and the conventional war games. Can it be played by mail and are there Conquest tournaments?

Gladys Price
Albuquerque, NM

Conquest is well suited to postal play, and there are organized groups of postal Conquest players. For information, write to Donald Bengt, 1122 West Burbank Boulevard, Burbank, CA 91506. —Ed.

Much Ado About Nothing

NOTHING! ("April Fools," March/April). To continue such frustration after three definitions you would have to have "what in your brain"? NOTHING! To prove I had nothing there, I tried to squeeze the nothing words into the nothing spaces—what did I end up with but NOTHI... both across and down, in and out, and upside down. . . I HON

Marge Rusnak
Parma, OH

Appreciated your resurrecting the Norman Rockwell oldie, but goodie. But of course, there's nothing wrong with the racing form in Grandma's pocket.

Mary Ann Bass
Houston, TX

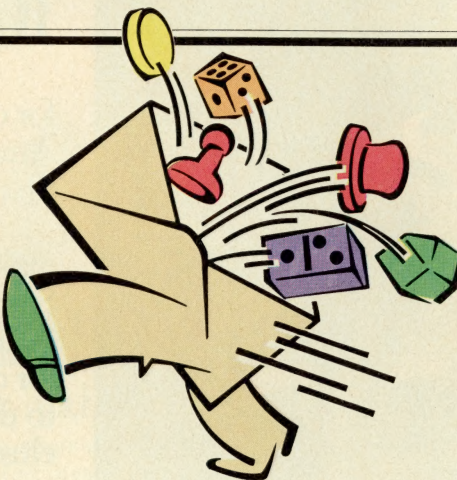
Slip Up on Posh?

Old myths never seem to die. They just get perpetuated in magazines. Your derivation of "posh" (Call Our Bluff, January/February) does just that.

According to the *Dictionary of Misinformation* by Tom Burnam, your definition is considered to be "folk-etymology; that is, contriving an explanation not because it is demonstrably true, but because it sounds as if it ought to be."

Forrest Athey
Amherst, NH

We're aware of the differing opinions on this one, so we called Willard Espy, whose book, O Thou Improper, Thou Uncommon Noun, is one of the most entertaining collections of etymological history we know of. Says Espy: The use of posh to mean smart or elegant may originally have derived from the word polished. But "port out, starboard home" did describe the preferred accommodations on British steamers traveling to India in the days before air conditioning, and it was denoted by



the acronym P.O.S.H. These so-called "false etymologies" have a great deal to do with keeping words like posh alive. —Ed.

Pool Checkers Make a Big Splash

We're hooked on Pool Checkers (January/February), and have looked everywhere for more information on the game. Where can we obtain some of Mr. Kaplan's writings on the subject?

Manny Medeiros
Mechanicsburg, PA

Vladimir Kaplan's latest book, Tournament Checkers, is available this month from Tappan Publishing Company, 200 Park Avenue South, New York, NY 10003. —Ed.

Contestants Beware!

I would like to alert your readers about the American Gift House contest on page 24 of your January/February issue.

Anyone responding to the preposterously easy puzzle in that ad will find that, to be eligible for the \$19,790 prize, an entry fee of \$7 is needed. Rather high! But if the fine print is read carefully, the reader will discover that there are ten sets of preliminary puzzles, and every one of them requires a \$7 fee. So the real entry fee is a blockbuster of \$70! Only after that will the real puzzles be sent.

Worse luck, the real puzzles need have nothing to do with the first ten sets. The fine print stipulates that the rules can change at any time!

The final straw is that the entrant will also be subject to appeals to purchase various items of merchandise, with the enticement that doing so will increase the top prize. . .

No doubt the entrant who sticks out the whole sequence of thirty puzzles plus tie-breakers will feel that his skill and labor will win. But the other seven or eight thousand finalists will be just as sure, and just as likely to win.

Dr. Frank Rubin
Wappingers Falls, NY

Unfortunately, we did not investigate the A.G.H. contest before accepting the adver-

tisement for it. Had we done so, we would have learned about the possibility of rule changes and multiple entry fees referred to by Dr. Rubin.

We wish to assure our readers that in the future, we will not accept any contest advertisement that does not give a complete description of all tasks to be performed and all fees to be paid in order to qualify for the top prize. In addition, we are now gathering material for an article that will expose shoddy contest promotions around the country. If you have been "stung," or if you have any other information about such contests, please send details c/o Contestants Beware, GAMES Magazine, 515 Madison Avenue, New York, NY 10022. —Ed.

LAUNDRY BASKET

If we publish your letter in "Laundry Basket," we'll send you a GAMES T-shirt.

Mistakes: March/April

★ (Crossword à l'Anglaise, page 25)
"Winners in Illinois" must drink beer
For the spelling of the city is not very clear!
It's known for sure CHAMPAGNE is the drink,
But to work this puzzle, I had to think!
CHAMPAIGN, the city, is on my map
And fits in the puzzle, fits every gap.
I'm happy to help you launder the dirt —
Size large, please, and thanks for the shirt!

Jan Bridges
Charlotte, NC

CHAMPAIGN should have appeared in the Answer Drawer. — Ed.

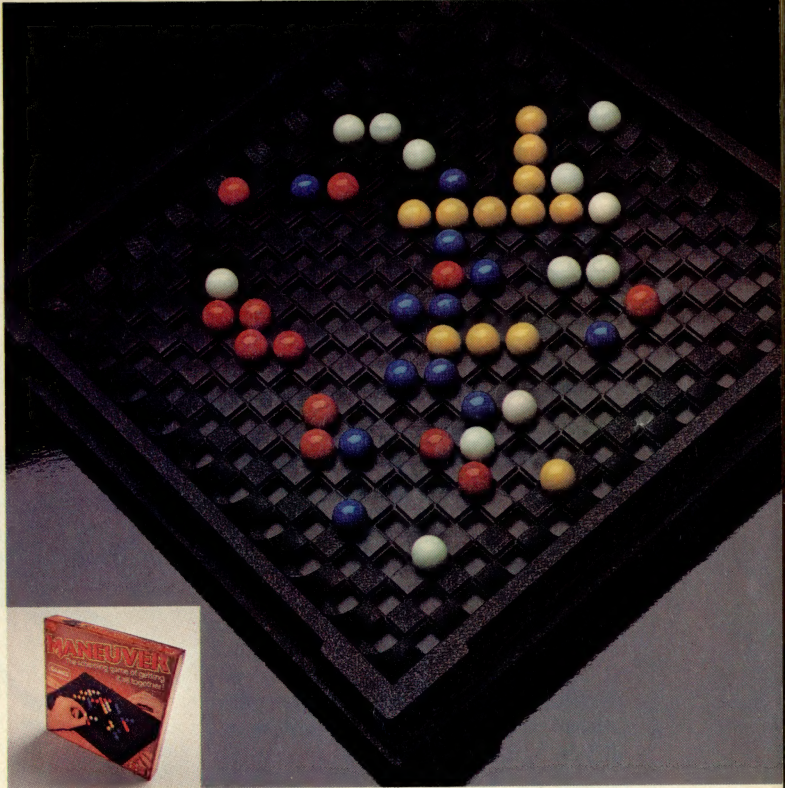
★ How would I have fared at the Master Mind tournament (March/April, page 54)? Well, for one thing, I would have cried foul! If the correct solution to Problem 1 is really Black Blue Green Yellow, then the fourth response should have been one black peg and one white peg. If, on the other hand, the response of one black peg was an honest one, then the correct solution was in fact Black White Black Yellow.

Dodi Schultz
New York, NY

In the tournament, the fourth guess was Red Blue Blue Red, making the given response and answer accurate. — Ed.

★ I believe in early April Fools jokes, but when I found two real Miss McCoys (pages 32, 33), that had to take the "painting." Number 8 has one more wave in her hair than any of the others.

Deanna Wheeler
Massillon, OH



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You're one move away from winning.

Can you deduce the winning move in these two new Strategy Games?

Turn the Tables[™] Checkers. It's checkers with a new twist! And it's more fun than the old standby because there's a whole new element of strategy for you to master: swinging turntables. With a twist of the wrist they can help you attack or escape from your opponent. Depending how cleverly and skillfully you plan your moves.

To solve the problem above, either turn one of the rotating platforms. Or move your man diagonally just like regular checkers. If you move correctly, you'll win by immobilizing your opponent.

So sharpen your wits, wiggle your wrists and get set to Turn The Tables!

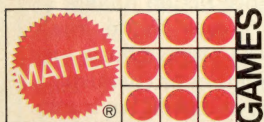
Maneuver.[™] Recommended by Games Magazine, this one's a real test of your ability to plot, scheme and manipulate your marbles into lines of three or more. While cunningly keeping your opponent(s) from doing the same.

To win, study the board above carefully. Then move one marble diagonally as many or as few spaces as you wish. If you maneuver correctly, you'll complete your last row and win.

Although Maneuver may be easy to learn, it's an ongoing challenge to play, either with two or four fun-seeking players. So get three of your sharpest friends together and find out who can out-maneuver whom!

The Answers:

Turn The Tables Checkers:
Turn the front platform with the blue checker clockwise four spaces.
Maneuver:
Move the bottom yellow marble up diagonally four spaces.



Each sold separately. Available at fine department stores and participating JC Penney stores.

GAMEBITS

CLASS STRUGGLE: A MONOPOLY ANOMALY

It's enough to boggle the mind. Here we are in America — home of Monopoly and the free enterprise system, birthplace of Horatio Alger and John D. Rockefeller; and one of the best-selling games around is an admittedly Marxist-minded number called Class Struggle, which holds that capitalism is leading us not toward utopia, but barbarism.

The game was created by Bertell Ollman, a political science professor who isn't at all reluctant to say that it reflects his view of what a capitalistic society is, and what it does wrong. In the on-going conflict between capitalists and workers, Ollman sees a stacked deck — with most of the advantages belonging to the former. So, too, in his game, which invites from two to six role-playing participants to act out the clash between the classes:



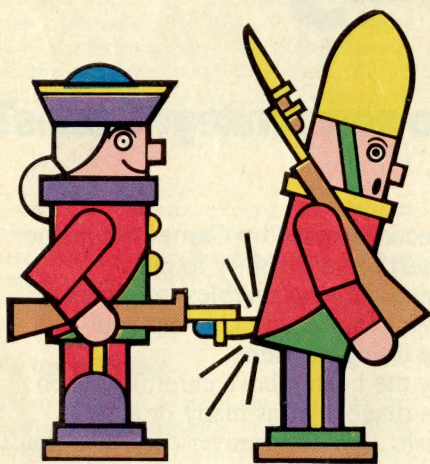
while the odds favor the capitalists, Ollman's sympathies are solidly with the underdog workers.

Political propaganda aside, the question is whether or not Class Struggle succeeds as a game. I think not. Most of its action is controlled by chance, with strategy and skill

playing only minor roles. One out of every six squares is a "chance" square, and many of the chance cards simply tell players to miss turns at the dice. Square 81, if landed on by the capitalists, starts a nuclear war that ends the game automatically—not very satisfying, even for a game of chance. So why has Class Struggle become such a hot item? Why was it featured in newspapers and magazines ranging from the New York Times to the Moscow (Idaho) *Idaho-nian*? Why has Simon & Schuster (a book publisher) bought the rights to publish a *game* in ten (so far) foreign countries?

Beats me. But what I really wonder about is whether all this financial success will spoil Bertell Ollman. Getting rich, after all, is traditionally the dream of all capitalists. But a wealthy Marxist?

— Roger Verhulst



MICHIGAN WARGAMES

Metro Detroit Gamers, the group that sponsored the 1978 National Wargaming Convention, has scheduled their summer event, MichiCon VIII, for June 1-3, at Oakland University just north of Detroit. The agenda for the expected crowd of fifteen hundred people includes seminars, auctions, and exhibit booths, as well as dozens of board game, miniatures, and role-playing tournaments. For information, write: MDG, P.O. Box 787, Troy, Michigan 48099.

— P.M.W.

CHIPS AHOY IN MARIN COUNTY

Aspiring computer freaks of the San Francisco Bay Area—heretofore dependent on jargon-spouting "experts" for instruction—can now learn the ropes at a fun-loving institution called the Marin Computer Center.

MCC is dedicated to de-mystifying cybernetics. Its sixteen micro-computers, housed in a de-commissioned suburban school building, are available to anyone for \$2.25 per hour (\$1.50 for dues-paying members). Founders David and Annie Fox, low-key enthusiasts trained in psychology and education, have programs to attract even the most machine-shy visitor.

Most of the 150 cassette-taped programs are simulation, strategy, or word games. Some, like "Frog," are designed to teach schoolchildren language skills. Some, like "Blackjack" and "Robot Chase," are strictly for entertainment. Some, like "Lunar II," a real-time lunar-landing simulation with graphics, are simply stunning. All employ video displays written in plain English and understandable by computer novices.

Once hooked, patrons can take a wide range of basic programming courses. Not surprisingly, some have gone on to buy their own computers, with the advantage of having tried

out several different systems at the Center. One enterprising member leaves his computer at the Center, and collects half the fees that come in from the rental of his machine.

Since MCC is a non-profit, educational institution, the Foxes have contracted to host field trips to the Center for several local school districts. Regularly, they truck several computers out to rural schools for informal instruction. They'll even fire up the terminals and host a computer-oriented birthday party.

When we dropped in one recent Saturday morning (MCC is located at 70 Skyview Terrace in San Rafael, California 94903; call 415-472-2650 for directions), the computers were occupied by a crowd of savvy grade school kids. A stockbroker, who had graduated recently from the evening BASIC class, was devising a program to keep track of his short-sell positions. One cash-starved customer was playing Othello—the manual version—with Annie; another was enjoying the Center's free science fiction library.

"Most people," says David Fox, "think computer programming is hard—like, say, physics or chemistry. We let them play, and then we teach them that it isn't."

— A.M.

TIC TAC CHICKEN

Scratching around for an exotic challenge? Try New York's Inscrutable Chinese Chicken. For a mere quarter you can match wits with him at a brisk round of tic tac toe. Beat your feathered foe and collect a week's worth of fortune cookies; if the bird wins, you're only out two bits. You'll find the I.C.C. in a penny arcade's paradise known as The Chinese Museum (8 Mott Street), where he alternates nightly with a dancing hen.

— L.F.



COPY CAT: IT'S ALL IN THE NAME

This year's truth in advertising award goes to Tiger Electronic Toys for their electronic memory game Copy Cat. Everything from the four colored lenses with flashing lights and musical tones to the placement of the function buttons is a diligent reproduction of Milton Bradley's Simon. Copy Cat—no better name exists.

— P.M.W.

PUZZLES ON VACATION

If you're planning a trip to a French or Spanish-speaking country, then you may be interested in two puzzle packages offered by GAMES language-puzzle constructor Ken Webb. Each series consists of approximately fifty puzzles designed to let you discover basic words, phrases, and language patterns in an entertaining way. Each provides a pleasing variety of puzzles, ranging from the short and simple to the more involved, like those we run in Pencilwise. "From Second to Century" is an example of one of the easier puzzles.

Each book is available for \$3.00 (U.S. or Canadian check or money order) from: Kenneth Webb, 88 Presland Road, #2, Ottawa, Ontario,

Canada K1K 2C3. Specify French or Spanish, allow four weeks for delivery.

From Second to Century

Below are the Spanish terms for eleven standard units of time, given in relationship to each other. If you can translate these expressions you should be able to list the eleven Spanish time units in ascending order of length from second to century.

28-31 días	= un mes
90 minutos	= una hora y media
96 cuartos de hora	= un día
336 medias horas	= una semana
1200 meses	= un siglo
3600 segundos	= una hora
8760 horas	= un año

Answer Drawer, page 58

— J.J.

"WE INTERRUPT THIS WEEK" IS RUDELY INTERRUPTED

There is evidence that our world is crumbling about us. Spiraling inflation, wormburgers, test-tube babies, Leon Spinks, and the like are but a few of the almost daily reminders that civilization is in its last mad wiggle. And there is nothing to be done about it.

Except possibly, as the participants in public television's *We Interrupt This Week* have suggested, find the whole sorry mess relentlessly and devastatingly funny. *We Interrupt This Week*, which calls itself a current events quiz show, is ostensibly a contest between two teams vying to answer questions on the news of the week. Panelists have included newscasters Edwin Newman, Morley Safer, and Jessica Savitch; screenwriters Peter Stone and Marshall Brickman; journalists Barbara Howar, Richard Reeves, and Jeff Greenfield; and actors Carrie Nye and David Steinberg. This informed and witty crew is barely held in check by the gleefully malevolent presence of moderator Ned Sherrin. Sherrin, the urbane Englishman who created *That Was the Week That Was* for the BBC in 1962, runs the show at a breakneck pace,



scarcely stopping to award points regardless of whether answers are correct or not, provided they're imaginative and provocative. He takes the liberty of deliberately manipulating the score, and his decisions are "arbitrary, prejudiced, and final."

As a game show, *We Interrupt This Week* forgoes many other clichés of the genre. Although panelists buzz for the opportunity to answer, they are frequently interrupted, and no one really cares who wins. No refrig-

erators or automobiles are given away, the winners being offered such honorariums as an all-expenses-paid trip to bankrupt Cleveland, or a ride in a highly combustible Pinto (fire extinguisher included). The subject matter varies, of course, depending on the stories of the week, but one can expect questions on such diverse topics as cocaine at Studio 54, the Shah of Iran, Princess Margaret, Billys Carter and Martin, Superman, Howard Jarvis, cloning, and other natural disasters.

Threatened by chronic underfunding since its debut last October, the show survived a mid-winter cancellation thanks to an unprecedented response from viewers. As we go to press, word is that Sherrin and company will be off the air during the spring and summer, but chances look good for a return in the fall. We hope so. This refreshingly chaotic satire represents the most stimulating television viewing available, and that includes *Mork and Mindy*. To request the show in your area, write to WNET (356 West 58 Street, New York, New York 10019). Tell them that if the world is going to hell in a handbasket, *We Interrupt This Week* should be there to chronicle it.

— J.S.



Discover **Arctic Lights** —more menthol refreshment than any other low 'tar' cigarette.

Full menthol refreshment. That's what ARCTIC LIGHTS delivers.

A very special kind of menthol refreshment you just won't find in any other low 'tar' menthol cigarette.

You see, while the filter holds back 'tar,'

the unique new ARCTIC LIGHTS menthol blend comes right through. Result? You get the iciest, brightest taste in menthol smoking—puff after puff. Light up your first ARCTIC LIGHTS. **You just won't believe it's a low 'tar' menthol.**

Arctic Lights: Kings & 100's

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9 mg. "tar", 0.8 mg. nicotine av. per cigarette by FTC method.



The Play's the Thing

So Chuck the Rules and Discover
New Games

by Burton Naiditch

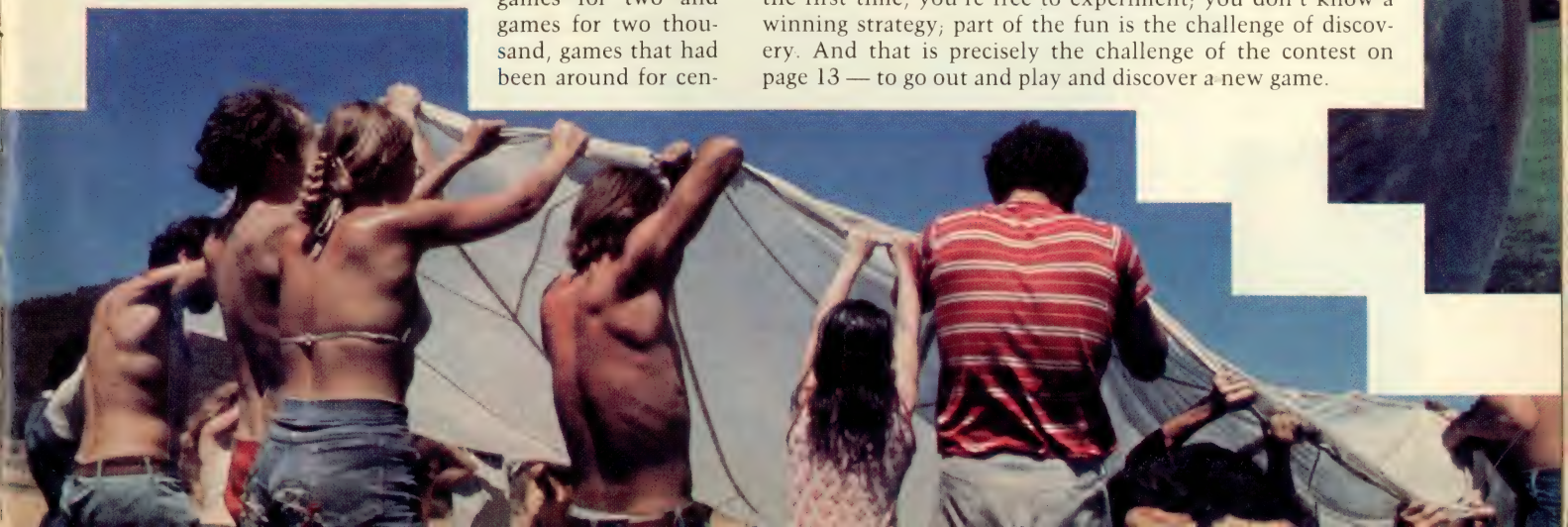
What can you do when your team has pushed and pulled and rolled and kicked and generally battered an oversized ball for most of one hundred yards and you're very close to getting it into the other team's goal but you also don't want to succeed because the struggle is so much fun? You and a few teammates might just desert your team and help defend the enemy goal until the ball is pushed back to, say, midfield — at which time you might wonder which way to be pushing.

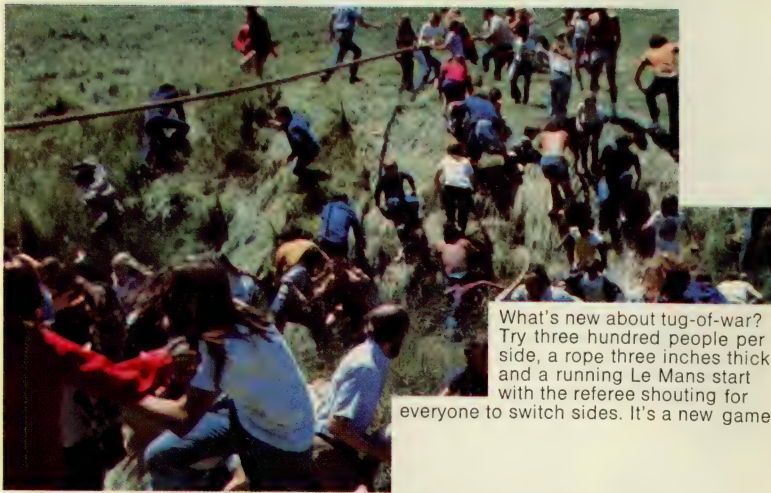
That's exactly what happened when Stewart Brand first began playing with the idea of game-changing. Brand, editor of the *Whole Earth Catalog* and impresario of many strange and festive events, organized the first New Games Tournament in the fall of 1973. More than six thousand people came to play and frolic in the Gerbode Preserve just north of San Francisco, and for two weekends the valley was filled with games that were alternately intense and gentle, games for two and games for two thousand, games that had been around for cen-

turies and games that were invented on the spot. There was something for everyone regardless of age, strength, skill, or experience; and it was this widespread and imaginative participation which, more than the games themselves, defined and captured the spirit of New Games.

All of the new games described on the following pages share that spirit in which nothing is sacred except the people playing. The games challenge a wide variety of competitive and cooperative skills. There are no star players, no defined positions, not even any hard and fast rules. Depending on who's playing, the rules might be changed at any moment to make the game fairer, safer, or more interesting for all involved.

In a sense, the only true new games are the ones that haven't been invented yet. When you're playing a game for the first time, you're free to experiment; you don't know a winning strategy; part of the fun is the challenge of discovery. And that is precisely the challenge of the contest on page 13 — to go out and play and discover a new game.





What's new about tug-of-war? Try three hundred people per side, a rope three inches thick, and a running Le Mans start with the referee shouting for everyone to switch sides. It's a new game.



Dragon's Tail is a tag game that eliminates elimination. When the head catches the tail, the person playing the head becomes the new tail; eventually everyone plays each end of the dragon. Two or more dragons have been known to chase each other, the object being to become the longest dragon.

The Earthball is the Pied Piper of New Games—a six-foot canvas behemoth guaranteed to attract a crowd. The scale also inspires innovation—you can kick the ball, throw it, jump on it. You can roll it around a circle of hands or feet, around a parachute, or on the ground. And for a competitive challenge you can try Tournament Earthball, a sort of freestyle soccer/football game in which the object is to get the ball into the other team's goal in any safe manner.



These styrofoam Boffers are the ideal equipment for a combat fantasy, providing players the chance to fight swashbuckling duels under the "nobody hurt" rules of New Games. In recent years the standard Boffer fantasy has shifted from *The Three Musketeers* to *Star Wars*.

Dho-Dho-Dho—also called Yogi Tag—is a competitive new game for two teams of any number. The emphasis is on agility and breath control as one player at a time takes and holds a deep breath and races across the center line repeating aloud, "dho-dho-dho. . . ." The object is to tag opposing players and make it safely back across the center line before running out of breath. All opponents tagged by a successful dho-dho join the raider's team. But if the dho-dho is restrained in enemy territory until he or she runs out of breath, the dho-dho remains and shifts allegiance. The teams alternate until everyone is on the winning team.



Although Hunker Hawser is basically a tug-of-war for one-on-one competition, muscles alone do not make a good player. Keeping balanced in the squatting position forces players to develop new strategies, one of which is letting go just when the opponent gives a good yank.



People Pass is a good way to introduce members of a large play group to one another. The passers can be standing, sitting, lying down or whatever so long as they can be trusted to give every passee a safe ride and a smooth landing. People wander in and out of the line until everyone who wants to be passed has been.

Contest

New Games

Here's an example of how an old game (Pick-up-Sticks) can be converted to a new game (Giant Pick-up-Sticks) simply by changing the scale of the equipment. The ones pictured here are made of painted dowels; you can also use cardboard tubes, which have the advantage of being free, disposable, and useful for harmless combat.



Like People Pass, the Lap Game is not a game in the traditional sense. It's more a cooperative challenge to see if you really can get everyone seated. If you can, there's a nice variation to try called Stand, Turn, Sit.



In Slaughter, each team tries (simultaneously) to get its ball into the other team's goal. The starting signal quickly leads to a great melee in which anything goes, including pushing your opponents across the boundary lines and out of the game. To minimize the risk of injury, players must remain on hands and knees, and the boundaries should be defined within a soft playing surface, about thirty feet in diameter. The quintessential example of what New Games calls "softwar," Slaughter is an intense, aggressive, and highly strategic game in which you might get bruised but you shouldn't get hurt.

Photographs Courtesy of The New Games Foundation

Grand Prize: An Earthball for the school, church, or other community organization of your choice, and a pair of Boffers for you.

Four Individual Category Prizes:

A pair of Boffers.

Create a game that almost anyone you know could play. Even if the skills of the players vary widely, everyone should be able to play this game as hard and as well as they can, without anyone getting hurt or eliminated. There are four categories:

1. Small group games using equipment;
2. Large group games using equipment;
3. Small group games without equipment;
4. Large group games without equipment.

Two to twelve players are considered a small group. Ten to one thousand players are considered a large group. Equipment is considered any movable object used in a game except boundary markers. You may send in as many entries as you like in one or more categories. Each game may include one simple variation in the rules to demonstrate adaptability.

The contest will be judged by the editors of GAMES and the staff of the New Games Foundation. Games will be judged by how much fun we think they are to play, not by how well their descriptions are written (assuming they can be read and understood). There will be an individual prize awarded in each category, and one grand prize for the game we like best regardless of category.

The best way to create a new game is to get a group together and start playing. You might start with a familiar game and change the rules one at a time until you hit on a variation that requires some new and challenging interaction among the players. Or change the equipment. Or the method of scoring. Or combine two different games into an entirely new one. Or start from scratch. The sky's the limit. Just beware of overly complex rules — you don't want to lose half the players before a game begins.

Any game — be it indoor, outdoor, active, quiet, board, word, competitive, cooperative, or just plain silly — will be considered as long as it is in the spirit of New Games as described on these pages.

To enter: Write the name of your game, the category, and a description of it on a sheet of paper with your name and address. Mail entries to GAMES Magazine, 515 Madison Avenue, New York, New York 10022. All entries must be received by June 1, 1979. The winning games will be announced in the September/October issue. The decision of the judges is final.

Note: Many games are based on similar concepts, and it's possible that more than one entrant will submit the same or similar new games. In that event, "authorship" of the game for the purposes of this contest will be determined by earliest postmark. ☐

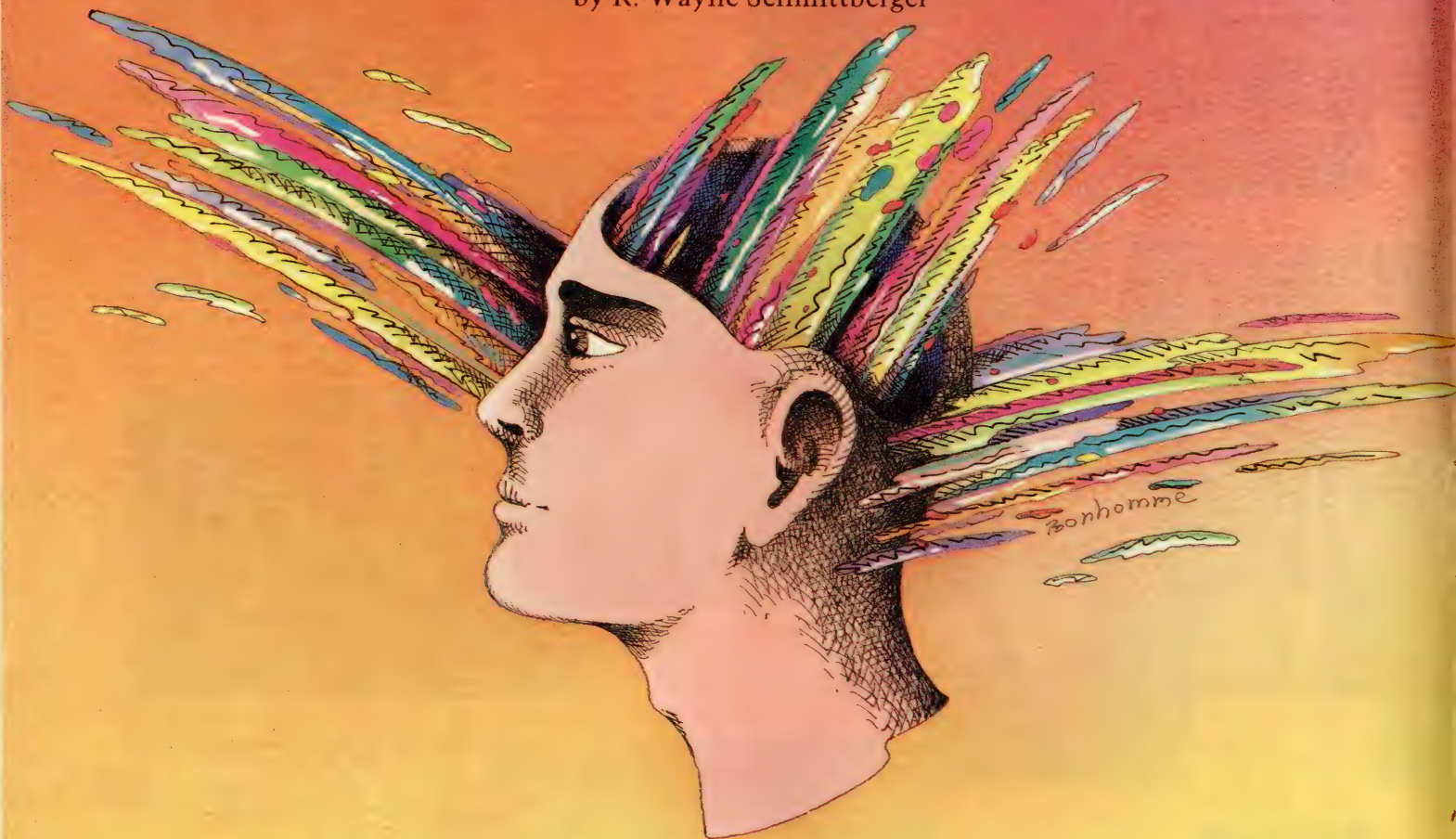
Burton Naiditch is co-director of the New Games Foundation, a non-profit educational organization that grew out of the first New Games Tournament. Since 1974, the Foundation has been teaching the skills and concepts of New Gaming in workshops around the country. Weekend workshops usually end with a free tournament on Sunday afternoon. This spring, workshops will begin on May 5 (Seattle; Chicago; Newark, NJ), May 12 (Kansas City, KS; Lansing, MI), May 19 (St. Louis; Detroit; Long Island, NY), May 26 (Omaha; Boston), June 2 (Rock Island, IL; Milwaukee; Hartford, CT), June 9 (Chicago; Minneapolis; Buffalo), June 16 (Denver; Cleveland; Pittsburgh).

For more information on workshops, a free resource catalog, and other services, write: New Games Foundation, P.O. Box 7901, San Francisco, California 94120.

Are You Mensa Material?

Only the Brainy Need Apply

by R. Wayne Schmittberger



Experts disagree about the true significance of IQ tests. Your IQ will not determine whether you will succeed in business, romance, or picking winners at the track; nor will it tell you whether you are ever likely to win an Oscar, a Nobel Prize, or even so much as a spelling bee. About the only thing you can be certain your IQ *will* tell you is whether or not you are eligible to join Mensa—an international organization whose thirty-five thousand members have all scored in the top 2 percent of the population on IQ tests.

When Mensa was first conceived in Britain shortly after World War II, its founders hoped that such an organization might have the brainpower to devise ways of preventing future wars. That idea proved to be naive.... Today Mensa flourishes as a social club in

which people of like intellect gather to exchange ideas, match wits, and have fun.

Why do people join Mensa? Many who become interested are simply curious to know whether they would qualify. So for the curious, and for those who just happen to like these kinds of puzzles, here is a quiz made up of questions similar to the types found on IQ tests.

Score 1 point for each correct answer, plus a bonus of 4 points if you complete the test in less than ten minutes, 3 points if you complete it in less than fifteen minutes, 2 points if you finish in less than twenty minutes, and 1 point if you finish in less than twenty-five minutes. The scale that follows the test will give you an idea of whether you are a likely candidate for Mensa.

Bernard Bonhomme

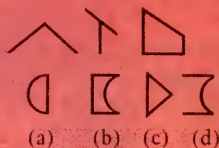
The Test

1. Complete the analogy by writing one word above the spaces, ending with the letter printed.

Thermometer is to temperature as clock is to e.

2. Pamela's brother Felix has one more brother than he has sisters. How many more brothers than sisters does Pamela have?

3. Choose the lettered symbol in the bottom row which has the characteristic held in common by the three symbols in the top row.



4. All GAMES readers are puzzle connoisseurs. Some GAMES readers are astrophysicists. Most GAMES readers are highly intelligent.

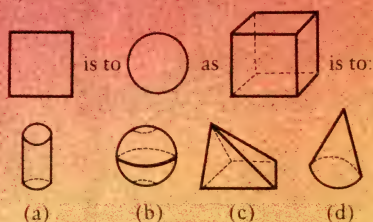
Therefore (choose one):

- (a) Most astrophysicists are highly intelligent.
(b) Some astrophysicists are puzzle connoisseurs.
(c) There are astrophysicists who do not read GAMES.

5. What is the next term in this series?

7, 12, 27, 72,

- 6.



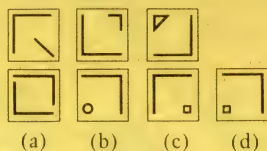
7. "Don't trade horses midstream" means:

- (a) You might fall off and get wet.
(b) Don't attempt something until you're fully prepared.
(c) Decide what you're going to do before you do it.
(d) Don't change plans when something is half completed.

8. If $M \times E = 6$; $N \times S = 20$; $E \times S = 15$; $E \times N = 12$; $S \times A = 30$; then $M \times E \times N \times S \times A = ?$

9. Find a word meaning the same as the left-hand word in one sense and the right-hand word in another sense.
hard company

10. Complete the series in the top row with one of the lettered diagrams in the bottom row.



11. What letter is next in the series below?

B, E, I, N,

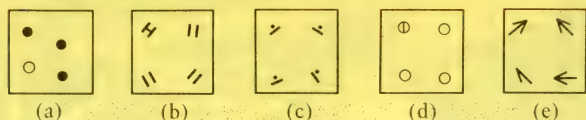
12. Dopey is younger than Sneezzy.

Bashful is older than Dopey.

Therefore (choose one):

- (a) Sneezzy is older than Bashful.
(b) Bashful is older than Sneezzy.
(c) Dopey is the youngest.

13. Which one does not belong?



14. Choose the two words in parentheses which have the same relation as the two italicized words.

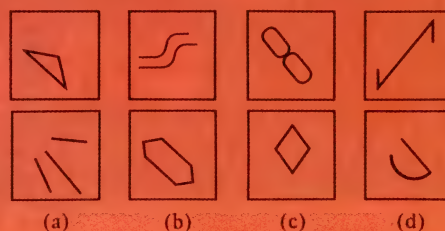
Needle is to *thread* as (cotton, sew, dress, leader, follower) is to

15. There is a rule of arithmetic which applies across and down the array below, so that two of the numbers in a line produce the third number in each line. What is the missing number?

3 4 7
7 5 12
10 9 ?

16. Competition is to cooperation as rival is to r.

17. Complete the series in the top row by choosing one of the lettered figures in the bottom row.



18. If 7 belly dancers altogether lose 20 pounds in 8 hours dancing, how many more belly dancers would be needed to lose a total of 20 pounds in only 4 hours dancing, providing the new dancers shed weight only half as fast as the original 7?

(a) 7 (b) 21 (c) 27 (d) 14 (e) 12

19. 3 is to 9 and 18, as 2 is to 8 and

20. What is the price of the last item in the group?

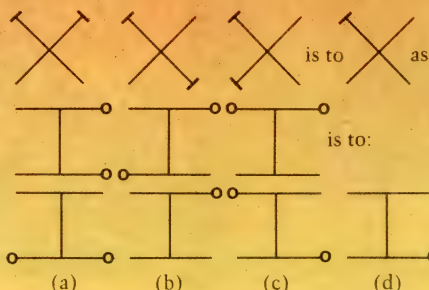
Liniment 12¢; Toga 20¢; Onion 15¢; Car 3¢; Pizza?

21. Green is to yellow as orange is to (blue, purple, brown, yellow, white).

22. Which two of the following words are closest in meaning?

- (a) Autonomy
(b) Autocracy
(c) Oligarchy
(d) Dictatorship

- 23.



24. Which word does not belong?

stone, brick, canoe, pontoon, anchor

25. The arrows represent a simple code. Name a word they could spell when rearranged.



26. Complete the following analogy:

C, G, Q are to F, V, R as T, X, H are to:

(a) V, L, G (b) B, F, Y (c) W, M, I (d) N, Z, D

Answer Drawer, page 58

What Does Your Score Mean?

If you scored 22 or higher, you are probably an excellent candidate for membership in Mensa; 17-21, the chances are you have a reasonable chance of qualifying; 12-16, you've done well, and you'll do at least respectably on the at-home Mensa test; less than 12, you are probably not Mensa material. (This is the point where a statement like "but you're probably a nice person" or "you'd probably make perfectly good cannon fodder for a circus act" is usually given to spare your feelings.) If you are under fifteen years of age, your IQ is potentially higher than this test indicates.

For further information, write for a free brochure to: Mensa, Dept. GG, 1701 West 3d Street, Brooklyn, New York 11223. Self-administered IQ tests are available from the same address for \$6, and those who score in the top 5 percent will qualify for a proctored test (an additional \$10 fee). Those who score in the top 2 percent on the proctored test are invited to join Mensa. (It is also possible to qualify by submitting evidence of scores on reputable prior IQ tests.)

GAMES Associate Editor R. Wayne Schmittberger is not a member of Mensa, nor has he ever applied for membership.

Play what's on your mind!



* A zany New word game!

Any number can play this provocative new word game and everyone plays at the same time. Toss the Nerd Cube, pick a letter, and everyone places it where they think they can spell the most 3 and 4 letter words. Letters are worth points and words with the highest points spell victory!

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**But remember, a single move
can shift the Balance of Power!**



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Two New Challenges from



History's Ghosts

A Haunting Quiz of Some Not-So-Trivial Trivia

by Chip Block and Phil Wiswell

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- a) Mayor Abe Beame
- b) Abraham Lincoln
- c) Abraham Jones (used car salesman)
- d) Abraham Zapruder

7. Stonewall

- a) Thomas Jonathan Jackson, great general of the Confederacy
- b) Dick Butkus
- c) Richard Nixon
- d) Truman Capote

- b) U.S. Navy ship that sank the *Virginia*
- c) J. Edgar Hoover
- d) A mirror that detects bad breath

13. Old Ironsides

- a) Raymond Burr's father
- b) Indian nickname for the first railroad engine
- c) Prince Otto von Bismarck
- d) The U.S.S. *Constitution*

er? No? . . . Good.

e, try to match the following



Jared D. Lee

ull Run

-) The aftermath of Watergate
-) A Civil War battle site
-) A school for matadors
-) Entrance to relief pitchers' bull pen

traveller

-) Center for the Harlem Globetrotters
-) Robert Vesco
-) Robert E. Lee's horse
-) Marco Polo

The Great Gold Rush

-) Mass emigration to California gold-fields in 1849
-) Mass emigration to California for sun-tans in 1966

-) Federal raid on Colombian vessel smuggling marijuana

d) Silent film starring Charlie Chaplin
Poor Richard's Almanac

a) *RN: Memoirs*

- b) Richard Burton's divorce file
- c) Book by Benjamin Franklin
- d) Richard Roe's desk calendar

Old Rough and Ready

- a) President Zachary Taylor
- b) Mayor Richard Daley
- c) A coin-operated mechanical bull, popular in Texas bars and discotheques
- d) President Theodore Roosevelt

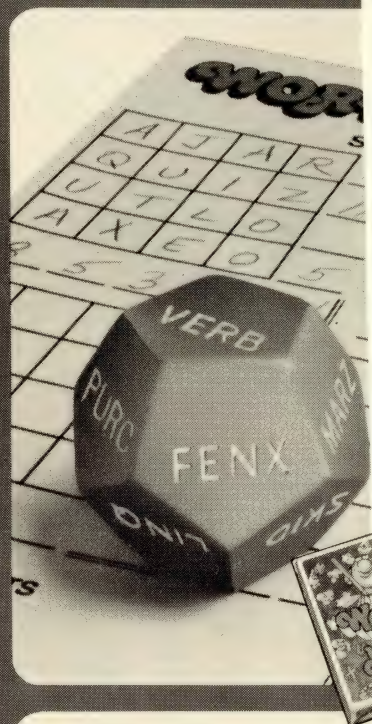
The Little Corporal

- a) Shirley Temple movie
- b) Napoleon Bonaparte
- c) Child's portion of Kentucky Fried Chicken
- d) William Calley

20. Broadway Joe

- a) The autobiography of Joe E. Lewis
- b) One of Lily Tomlin's characters
- c) Hero of a Harold Robbins novel
- d) Joe Namath

Play what's on your mind!



BALANCE OF BALANCE OF

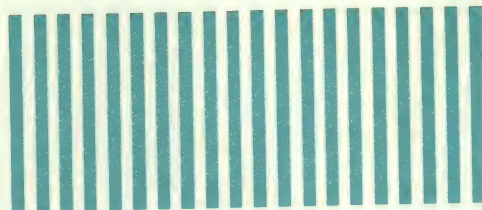
* A Challenge Two-Player Str for Power!

Your only weapons . . . total concentration and the ability to plan ahead. The 9 Balance Beams . . . the battleground. Use your wits and the roll of the die to move and position your Power Chips. Tilt any 5 of the 9 Balance Beams in your favor and you win!

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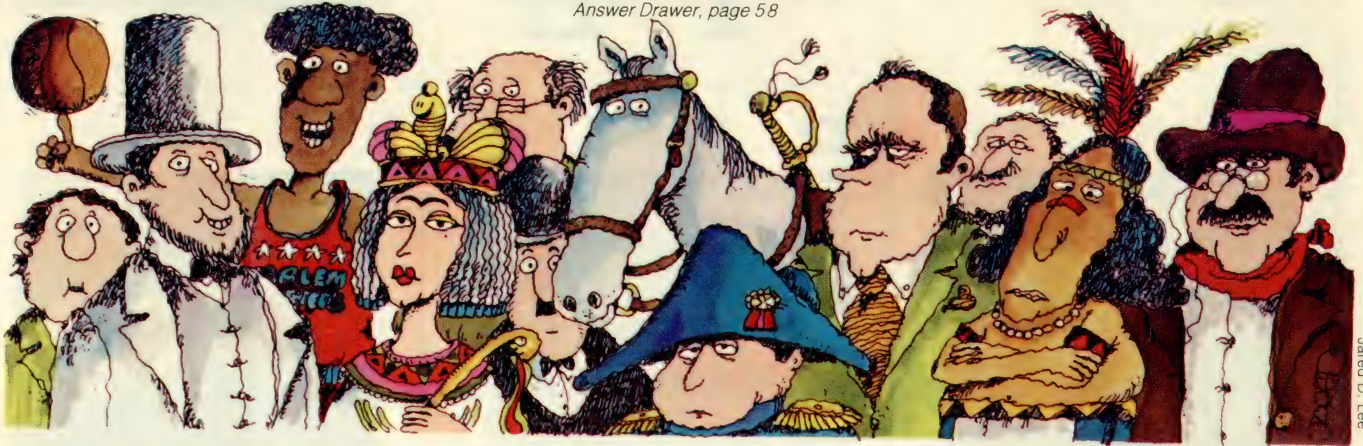
History's Ghosts

A Haunting Quiz of Some Not-So-Trivial Trivia

by Chip Block and Phil Wiswell

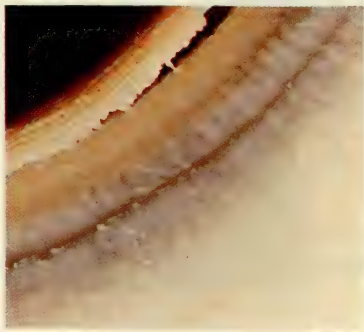
Remember the Red Dean? Big Bill Thompson? The Little Flower? No? . . . Good. This quiz is for you. Armed only with common sense and your funny bone, try to match the following nicknames with their true equivalents.

Answer Drawer, page 58



Jared D. Lee

1. The Great Compromiser
 - a) Xaviera Hollander
 - b) Joseph Stalin
 - c) Henry Clay
 - d) Daniel Webster
2. Queen of the Nile
 - a) Boat skippered by Humphrey Bogart
 - b) Nefertiti
 - c) Anwar Sadat's yacht
 - d) Cleopatra
3. The Battle of Hastings
 - a) Hurriedly fought confrontation between Harvard and Yale drama clubs
 - b) William the Conqueror's great victory over the English in 1066
 - c) Legal suit fought by two pudding companies over plagiarism of a recipe
 - d) Revolutionary War engagement on the Hudson River
4. Old Hickory
 - a) Euell Gibbons
 - b) Andrew Jackson
 - c) Jack Daniels' horse
 - d) Babe Ruth's favorite bat
5. Monticello
 - a) Thomas Jefferson's home
 - b) Mountain climbed by Pablo Casals in 1933
 - c) Garibaldi's Prime Minister
 - d) Largest member of the violin family
6. Honest Abe
 - a) Mayor Abe Beame
 - b) Abraham Lincoln
 - c) Abraham Jones (used car salesman)
 - d) Abraham Zapruder
7. Stonewall
 - a) Thomas Jonathan Jackson, great general of the Confederacy
 - b) Dick Butkus
 - c) Richard Nixon
 - d) Truman Capote
8. The Glorious Revolution
 - a) Farrah Fawcett-Majors' departure from "Charlie's Angels"
 - b) Invention of roll-on deodorant
 - c) Oliver Cromwell's overthrow of the monarchy of seventeenth-century England
 - d) Refusal by California bathers to obey swimwear regulations
9. The Great Depression
 - a) Sigmund Freud's famous headache
 - b) Economic disaster of 1929
 - c) Kate Smith's navel
 - d) The San Andreas Fault
10. The Franco-Prussian War
 - a) Highly-publicized dispute at Swiss border between German and Italian noodle farmers
 - b) War between France and Prussia, 1870-71
 - c) Franco's 1893 skirmish with Germany
 - d) Conflict between Charlemagne and the Huns
11. Tippecanoe
 - a) William Henry Harrison
 - b) Hiawatha's secret nickname for his overweight mother
 - c) John Tyler
 - d) Craft in which Washington crossed the Delaware
12. The Monitor
 - a) Giant Dow-Jones ticker-tape screen
 - b) U.S. Navy ship that sank the *Virginia*
 - c) J. Edgar Hoover
 - d) A mirror that detects bad breath
13. Old Ironsides
 - a) Raymond Burr's father
 - b) Indian nickname for the first railroad engine
 - c) Prince Otto von Bismarck
 - d) The U.S.S. Constitution
14. Bull Run
 - a) The aftermath of Watergate
 - b) A Civil War battle site
 - c) A school for matadors
 - d) Entrance to relief pitchers' bull pen
15. Traveller
 - a) Center for the Harlem Globetrotters
 - b) Robert Vesco
 - c) Robert E. Lee's horse
 - d) Marco Polo
16. The Great Gold Rush
 - a) Mass emigration to California gold-fields in 1849
 - b) Mass emigration to California for sun-tans in 1966
 - c) Federal raid on Colombian vessel smuggling marijuana
 - d) Silent film starring Charlie Chaplin
17. Poor Richard's Almanac
 - a) *RN: Memoirs*
 - b) Richard Burton's divorce file
 - c) Book by Benjamin Franklin
 - d) Richard Roe's desk calendar
18. Old Rough and Ready
 - a) President Zachary Taylor
 - b) Mayor Richard Daley
 - c) A coin-operated mechanical bull, popular in Texas bars and discotheques
 - d) President Theodore Roosevelt
19. The Little Corporal
 - a) Shirley Temple movie
 - b) Napoleon Bonaparte
 - c) Child's portion of Kentucky Fried Chicken
 - d) William Calley
20. Broadway Joe
 - a) The autobiography of Joe E. Lewis
 - b) One of Lily Tomlin's characters
 - c) Hero of a Harold Robbins novel
 - d) Joe Namath



1. Monkeying around

E Y E

B A L L B E N D E R S

WHAT ARE THESE OBJECTS?

SEE THE ANSWER DRAWER ON PAGE 64.



7. A prize if you get this



2. Fills a vacuum



8. Light on the top



3. Going to pot



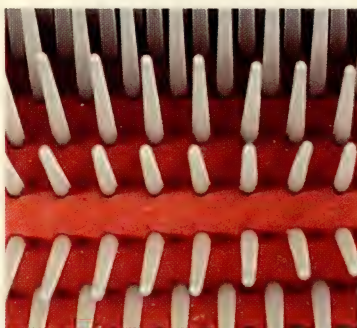
5. On the line



9. For Pops



4. Holds ten



6. Synthetic groomer



10. Just cracked

Contests

BEND OURS...

Two Grand Prizes: The New SX-70 Sonar One-Step Land Camera from Polaroid.
Ten Honorable Mention Prizes:
 A GAMES T-shirt.

Readers so successfully puzzled us with entries to the first Eyeball Benders Contest (May/June, 1978) that we've decided to replay the event with two categories this year—color, and black and white.

To enter, just send in any 35mm color slide and/or black and white print (4 by 5 or larger) of some common and familiar object that doesn't look so common and familiar because of the way you've cropped it, or caught its shadow, or gotten above or below or even inside it. Entries will be judged by how well they conceal something we should have been able to identify all along—if only we'd seen it through your eyes.

You may submit as many entries as you like, in one or both categories. *Be sure to include your name, address, verbal clue, and answer directly on your slide or print.* (When submitting prints, use a soft pencil to write this information on the back of the print, in a corner, to prevent damage to the print.) *Do not include this information on a separate piece of paper.*

There will be one Grand Prize winner and five runners-up in each category. Mail entries to Eyeball Benders Contest, GAMES, 515 Madison Avenue, New York, NY 10022. All entries must be received by July 2, 1979. The winning entries will be published in the November/December issue.

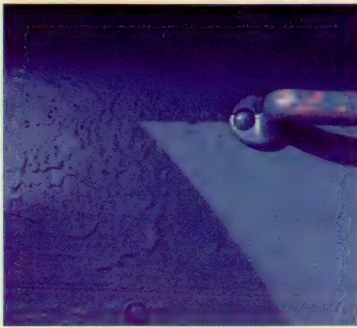
All entries become the exclusive property of GAMES Magazine. No submissions will be returned. Void where prohibited by law.

...BEND YOURS

Cover Contest Prize: A Polaroid SX-70 One-Step Land Camera.

Some of you may think the Eyeball Benders on the cover of this issue are too difficult. Some of you may be tearing your hair out because we haven't had the decency to give the answers in the Answer Drawer. One of you, however, is going to win a camera by correctly identifying all nine objects pictured on the cover. (The eighteen objects at left are not part of the contest.)

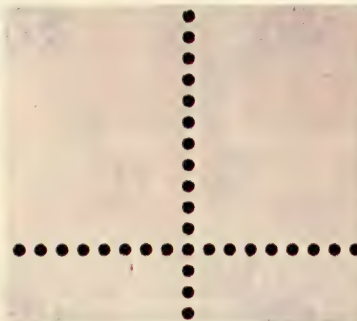
Write your answers on a sheet of paper in a 3 by 3 grid corresponding to the format of the cover. You may submit as many entries as you like, but each one must be mailed separately. Be sure to include your Name, Address, and Zip Code on each entry. Mail to Cover Contest, GAMES, 515 Madison Avenue, New York, NY 10022. On July 2 we'll hold a random drawing from among all the entries received and the first entry we open that has all nine objects correctly identified will be the winner. The winner—and the answers—will be published in the November/December issue. Void where prohibited by law.



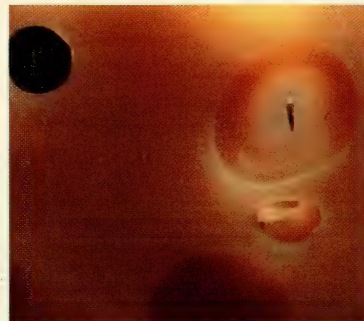
11. Post time



15. Stickler



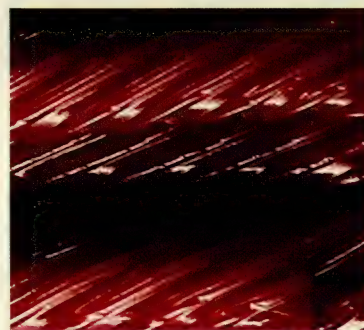
12. To be cancelled



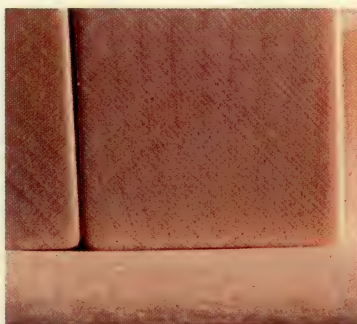
16. Smile!



13. What a drip!



17. Tough, sweetie



14. Draw a blank?



18. More than one

Photographs by Jane Limbacher

Call Our Bluff

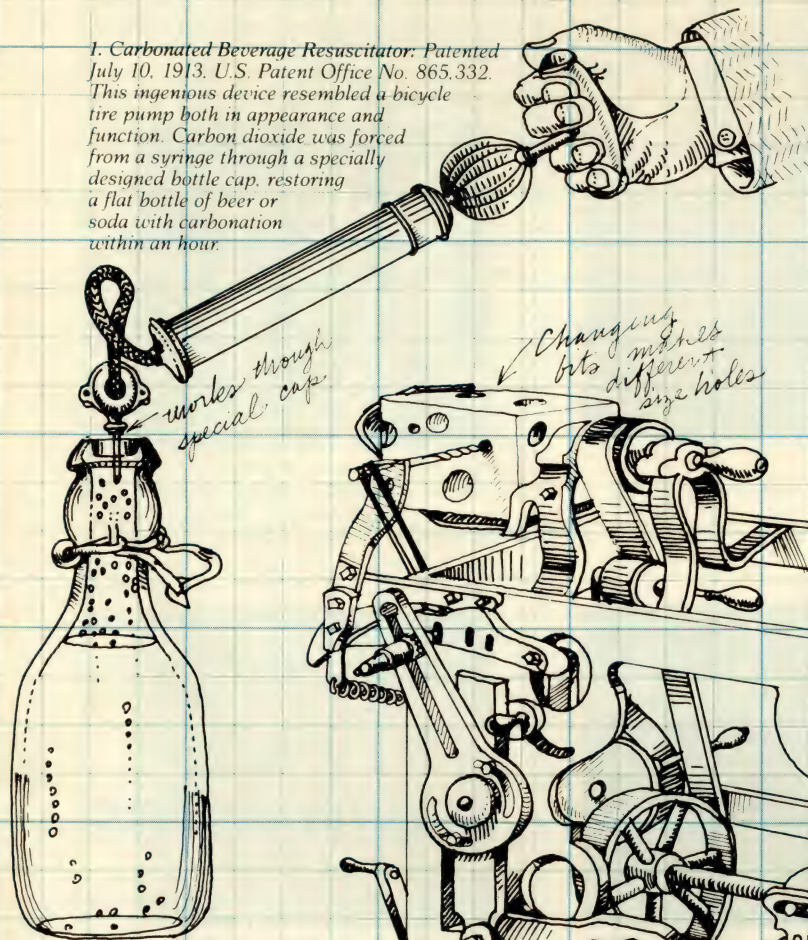
Encyclopaedia Technologicalis

It's patently obvious that all of the objects pictured on these pages were dreamed up under bizarre circumstances. Some, as usual, were dreamed up right here in the GAMES editorial office and have no basis in fact. Many, however, are real inventions that actually saw the light of day. They were borrowed from the book *Weird & Wacky Inventions* by Jim Murphy, published by Crown Publishers. Can you tell which are fact and which are fiction?

Answer Drawer, page 58

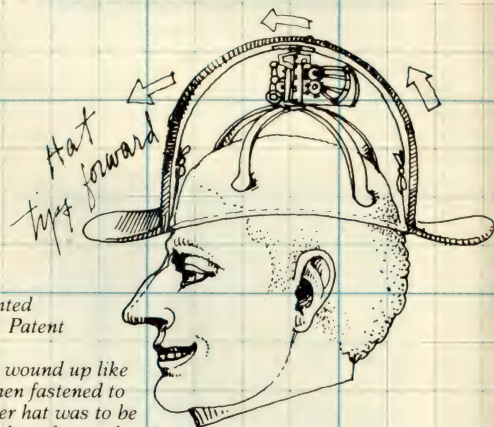
1. Carbonated Beverage Resuscitator: Patented July 10, 1913. U.S. Patent Office No. 865,332.

This ingenious device resembled a bicycle tire pump both in appearance and function. Carbon dioxide was forced from a syringe through a specially designed bottle cap, restoring a flat bottle of beer or soda with carbonation within an hour.



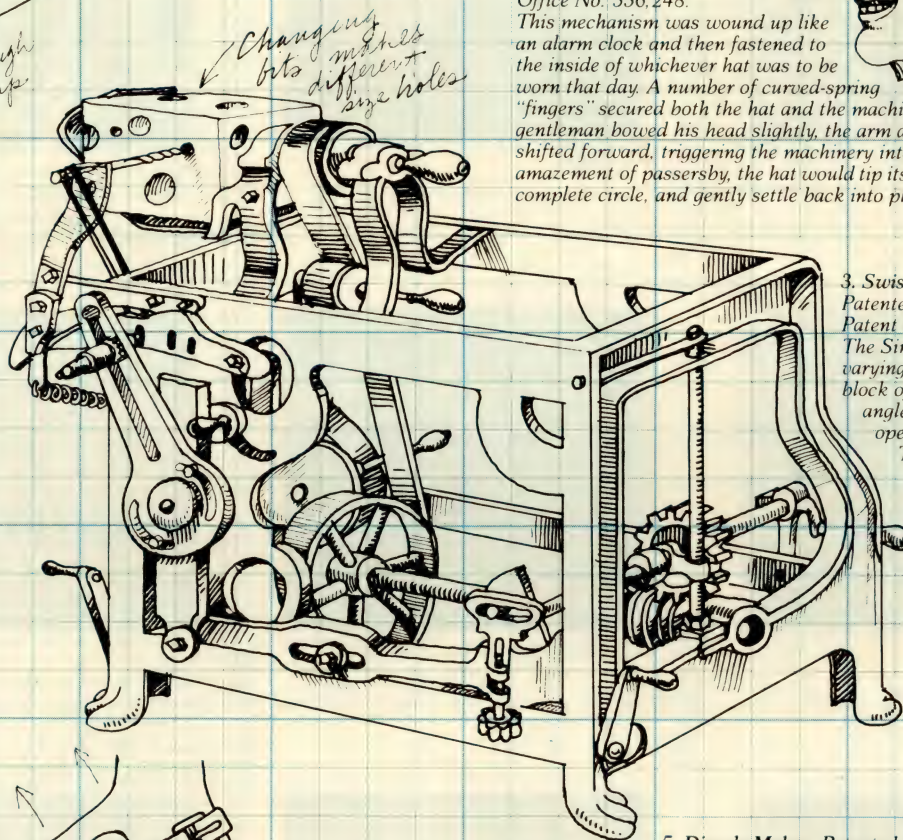
2. Tipping Hat: Patented March 10, 1896. U.S. Patent Office No. 556,248.

This mechanism was wound up like an alarm clock and then fastened to the inside of whichever hat was to be worn that day. A number of curved-spring "fingers" secured both the hat and the machinery in place. When a gentleman bowed his head slightly, the arm and ball pendulum shifted forward, triggering the machinery into action. To the amazement of passersby, the hat would tip itself, swing around in a complete circle, and gently settle back into place.



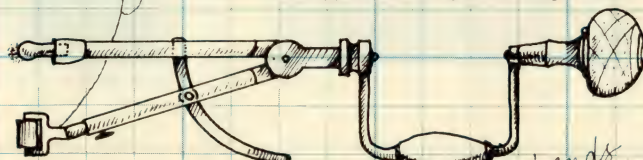
3. Swiss Cheese Simulator: Patented August 29, 1942. U.S. Patent Office No. 2,113,224.

The Simulator used drill bits of varying size arranged to meet a block of cheese from many angles at the same time. It was operated like a drill press. The device enjoyed a fairly good market for several years, but sales declined at the end of World War II when imported Swiss again became available.



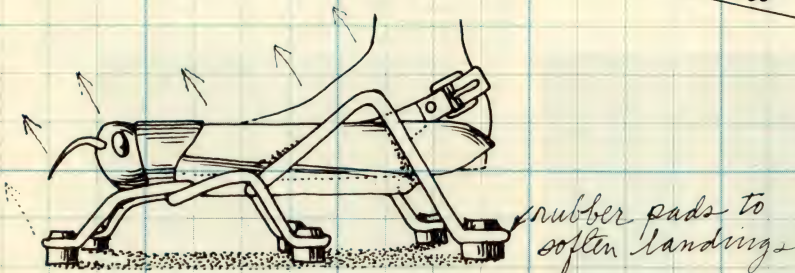
5. Dimple Maker: Patented May 19, 1896. U.S. Patent Office No. 560,351.

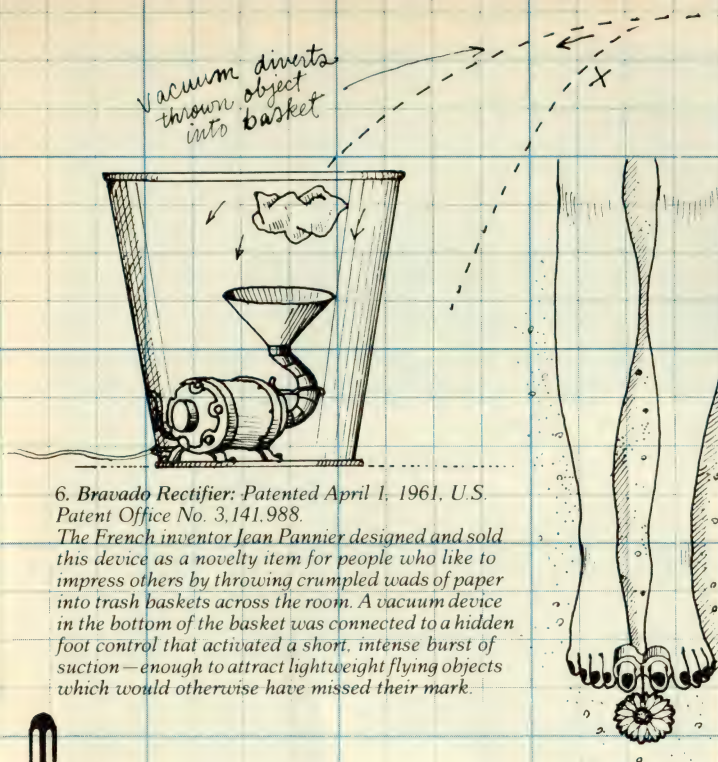
During a time when dimples were considered especially attractive, Martin Goetze invented this dimple maker. It was operated like a hand drill. The rounded knob (made of ivory, marble, or rubber) was placed on the site of the desired dimple and the roller was rotated around and around by turning the handle. If nothing more permanent or damaging resulted, a dimple would appear and last for six to eight hours.



4. Jumping Shoes: Patented January 3, 1922. U.S. Patent Office No. 1,402,263.

George and May Southgate designed these jumping shoes to encourage children to run and jump. They were worn over ordinary shoes or sneakers and a buckle held them in place. The six steel legs were very strong and springy, enabling children to jump higher and farther than was normally possible. Each leg had a rubber pad on the bottom to soften the landing and help the wearer avoid injury.





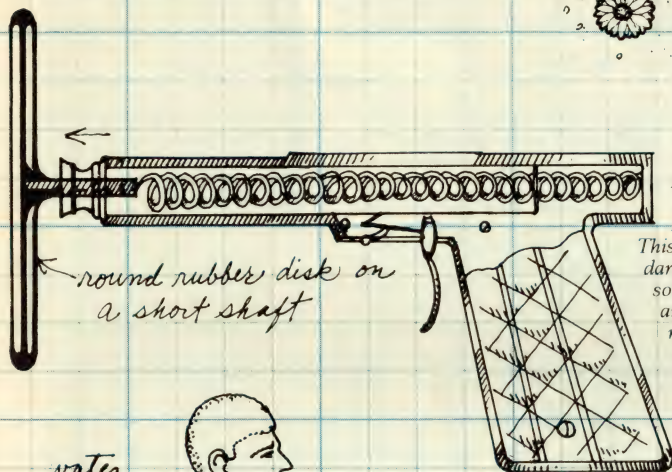
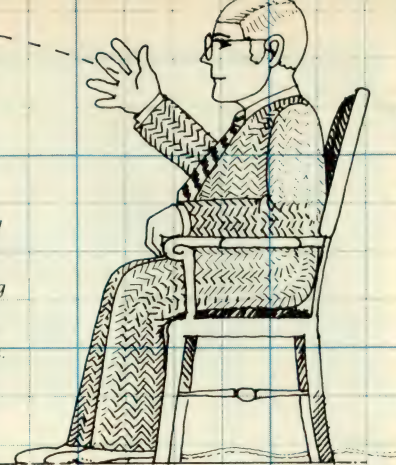
6. Bravado Rectifier: Patented April 1, 1961, U.S. Patent Office No. 3,141,988.

The French inventor Jean Pannier designed and sold this device as a novelty item for people who like to impress others by throwing crumpled wads of paper into trash baskets across the room. A vacuum device in the bottom of the basket was connected to a hidden foot control that activated a short, intense burst of suction—enough to attract lightweight flying objects which would otherwise have missed their mark.

7. Sunbather's Toe-Rings:

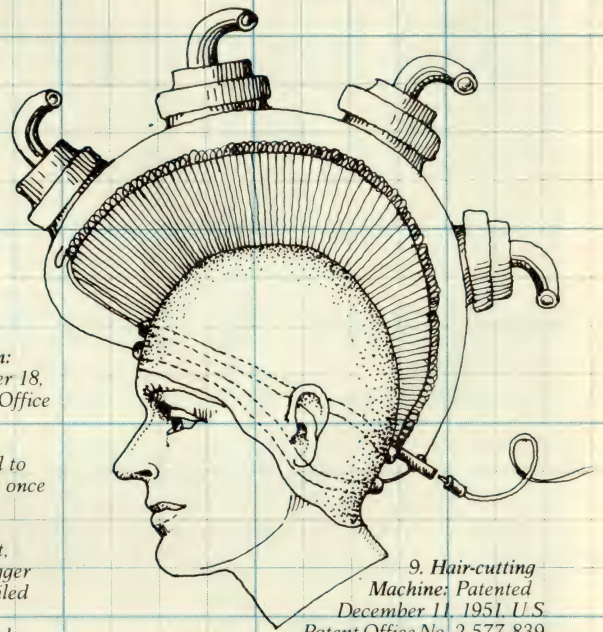
Patented January 23, 1973, U.S. Patent Office No. 3,712,271.

Russell Greathouse was so worried that people were getting uneven tans that he devised these sunbather's toe-rings. They were placed over each big toe to prevent the feet from spreading apart when the user was stretched out on the beach. The result would be an even tan. In the center of the rings Mr. Greathouse provided a tiny hole for a decorative flower.



8. Flyswatter Gun: Patented September 18, 1923, U.S. Patent Office No. 1,468,373.

This oversized rubber dart gun was invented to solve the fly problem once and for all. The flat rubber head was attached to a shaft, and when the trigger was pulled, a coiled spring released the rubber head into the air or against a wall. If the user aimed carefully, there would be one less fly in the world.

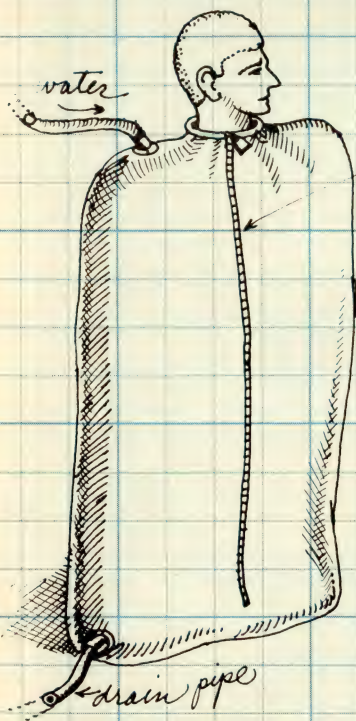


9. Hair-cutting Machine: Patented December 11, 1951, U.S.

Patent Office No. 2,577,839.

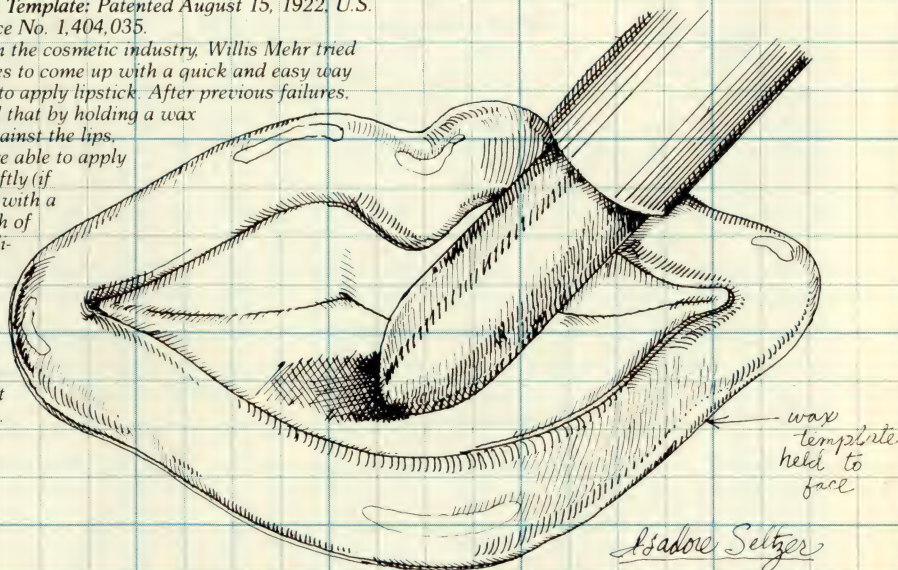
John Boax's hair-cutting

machine used an air exhaust system to suck hair directly into tiny holes where electric coils would instantly burn the hair to the desired length. Unfortunately for Mr. Boax, this tended to damage the hair (not to mention the awful smell that was produced), so hand scissors are still used to cut hair today.



10. Lipstick Template: Patented August 15, 1922, U.S. Patent Office No. 1,404,035.

A pioneer in the cosmetic industry, Willis Mehr tried several times to come up with a quick and easy way for women to apply lipstick. After previous failures, Mehr found that by holding a wax template against the lips, women were able to apply lipstick swiftly (if wastefully) with a single swath of a wide applicator. Ten different templates were available to accommodate a somewhat personal fit.



11. Portable Bathtub: Patented July 1, 1972, U.S. Patent Office No. 3,677,263.

Frances Allen hoped her portable bathtub would relax and restore the spirits of any traveler after a long and dusty journey. The user merely attached a hose to a tap, laid another to a drain, and stepped in. A zipper on the inside allowed the user to close the bag. Once the bather was finished, the plastic bag was drained and rolled up for another day's traveling.

A Games Contest

Alakazar

The Postal Codeword Game

Use as many of the standard two-letter state and territory abbreviations as you can in as few words as possible.

First Prize: An assortment of U.S. commemorative postage stamps, all different and all in mint condition (\$100 face value, catalog value considerably higher).

Four Honorable Mention Prizes: A GAMES T-Shirt.

If you can't keep track of the official postal abbreviations for Michigan (MI), Minnesota (MN), and Mississippi (MS), or if you've never had occasion to send a letter to the Trust Territories of the Pacific (TT), don't worry. All fifty-seven abbreviations that you need to know for this contest appear below.

Object. The challenge is to find, for as many of the fifty-seven state and territory abbreviations as possible, examples of English words in which the abbreviations appear *in proper sequence* and with *no intervening letters*. For example, your word using CO (Colorado) could be CONTEST or ECOLOGY, but not ROCK or CROP. It is permissible (and for tiebreak reasons, desirable) to use up more than one abbreviation in a single word, as in MANUAL, which contains the abbreviations for Massachusetts and Alabama. But note carefully: if two abbreviations overlap, such as MA and AR (Arkansas) in MARBLE, only one of them may be counted as appearing in that word.

Winning. The winner will be the person who correctly uses the largest

number of different abbreviations in his or her word list. If there is a tie (as seems likely) for the largest number of different abbreviations used, the winner will be the person who, among those tying, accomplishes the task in the smallest number of words. If ties still remain (as seems unlikely), the winner will be the person who, among those tying, has the word list with the smallest total number of letters. And if there is still a tie (impossible, we think), it will be broken by random drawing.

Acceptable Words. Any single, unabbreviated, nonhyphenated, noncapitalized word recognized by and listed alphabetically in *Webster's Third New International Dictionary* (Unabridged), or any variant or inflected form listed with it, may be used in this contest; other words may not.

Other rules. Entries must be received by us no later than June 1, 1979. All entries must consist solely of a single, completed entry blank (the one below or a facsimile) and an accompanying single piece of paper with a list of the words used. The abbreviations claimed for each word must be clearly underlined or circled. You may enter more than once, but each entry must be mailed in a separate envelope, and a person may win only one prize (only his or her best entry will count). Winners will be announced in the September/October issue, and we will publish the best solution.

STANDARD TWO-LETTER STATE AND TERRITORY ABBREVIATIONS

AL Alabama	GA Georgia	MA Massachusetts	NC North Carolina	TX Texas
AK Alaska	GU Guam	MI Michigan	ND North Dakota	UT Utah
AZ Arizona	HI Hawaii	MN Minnesota	OH Ohio	VT Vermont
AR Arkansas	ID Idaho	MS Mississippi	OK Oklahoma	VA Virginia
AS American Samoa	IL Illinois	MO Missouri	OR Oregon	VI Virgin Islands
CA California	IN Indiana	MT Montana	PA Pennsylvania	WA Washington
CZ Canal Zone	IA Iowa	NE Nebraska	PR Puerto Rico	WV West Virginia
CO Colorado	KS Kansas	NV Nevada	RI Rhode Island	WI Wisconsin
CT Connecticut	KY Kentucky	NH New Hampshire	SC South Carolina	WY Wyoming
DE Delaware	LA Louisiana	NJ New Jersey	SD South Dakota	
DC District of Columbia	ME Maine	NM New Mexico	TN Tennessee	
FL Florida	MD Maryland	NY New York	TT Trust Territories	

Clip or copy this entry blank and mail to: **ALAKAZAR Contest, GAMES Magazine, 515 Madison Avenue, NY, NY 10022.**

The number of different abbreviations I have used is _____.
The number of words I have used is _____.
The total number of letters in all my words is _____.

Entries must be received no later than June 1, 1979. All entries become the property of GAMES Magazine. No submissions will be returned. Void where prohibited by law.

Name _____

Street Address _____

City _____

State _____ Zip _____

In a world entertained by the
great and the famous, we've
starred for almost 100 years.

How rare.



86 Proof Blended Scotch Whisky ©1979 Paddington Corp., N.Y.

J&B
RARE
SCOTCH



Getting the runaround trying to find a good tasting low tar?

Wait'll you taste Golden Lights.™

As low in tar as you can go
and still get good taste.

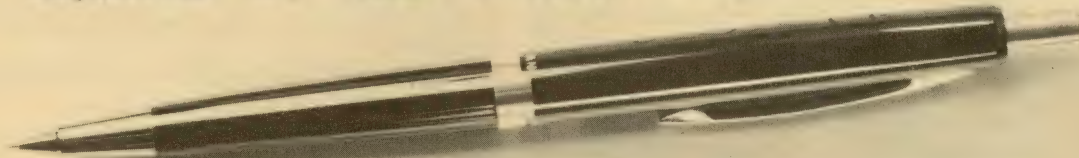
Source comparative 'tar' and nicotine figures: FTC Report
May 1978. Of All Brands Sold: Lowest tar: 0.5 mg. 'tar,'
0.05 mg. nicotine av. per cigarette. Golden Lights: Kings—
8 mg. 'tar,' 0.7 mg. nicotine av. per cigarette by FTC Method.

Warning: The Surgeon General Has Determined
That Cigarette Smoking Is Dangerous to Your Health.



Only 8 mg. tar.
0.7 MG. NIC.

PENCILWISE



Illustrated by Steven Guarnaccia

Crossword à l'Anglaise

by Will Shortz

The fun of British crosswords lies in seeing through their tricks. Each clue contains: (1) a definition or direct reference to the answer, and (2) a second description of the answer through wordplay. Look for instructions in the clues to help you. Words suggesting disorder, like "crazy," etc., are telltale signs of anagrams; "back" and "returning" are indicators of reversals; "they say" and "we hear" are signposts for homonyms. 1 ACROSS is an example of a charade clue. The answer, ANTELOPE ("animal"), splits into two parts (indicated by the words "breaks for"): "the stake" (ANTE) and "an easy gait" (LOPE). (The number of letters in answer words is given in parentheses.)

Answer Drawer, page 62

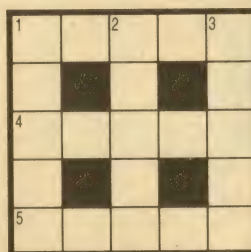
ACROSS

- 1 Animal breaks for the stake with an easy gait (8)
- 5 Pilot in a marina accident (6)
- 9 Rang the bell again, we hear, like Hawthorne's "Tales" (5-4)
- 11 Just passing a bun is amusing in an odd way (5)
- 12 Pretty slice, the last of the pie (4)
- 13 Legal prohibition where roads meet (10)
- 15 Seems to be A&P fruit (7)
- 17 Baby puppies make a mess! (6)
- 19 Twins, for example, returning to '60s dress fashion (6)
- 20 With saber pointing west, Ed dozed (7)
- 22 A wild calf dashes for a one-course meal (5,5)
- 23 All right, add a third of a radish to the gumbo (4)
- 26 Regret about little Everett in the theater presentation (5)
- 27 Beginning of equation, $x = 10 + 100e$, in actuality (9)
- 28 Yale is beaten handily (6)
- 29 Uninformed, and crazily ranting about nothing (8)

DOWN

- 1 The dictator has a car, a car redesigned on an early Ford model (8)
- 2 Poison? Not so! (5)
- 3 Stagger up and look slyly (4)
- 4 To predict operating cost in a rough way (13)
- 6 Sign of vindication after the guillotine (10)
- 7 Eats amidst cow sounds, causing gloom (9)
- 8 Examine vinyl on shower hose (6)
- 10 Deception using 104 cards? (6-7)
- 14 Is leg-clamp trouble the witch's doing? (5,5)
- 16 Jam the wildlife areas (9)
- 18 Next to a disc jockey, a penny (8)
- 21 Arise to naturally when a company of sailors gets a hearing (6)
- 24 Stricken Yankee hiding south of Ethiopia (5)
- 25 Up to/down to a German king (4)

Warmup Puzzle for New Solvers



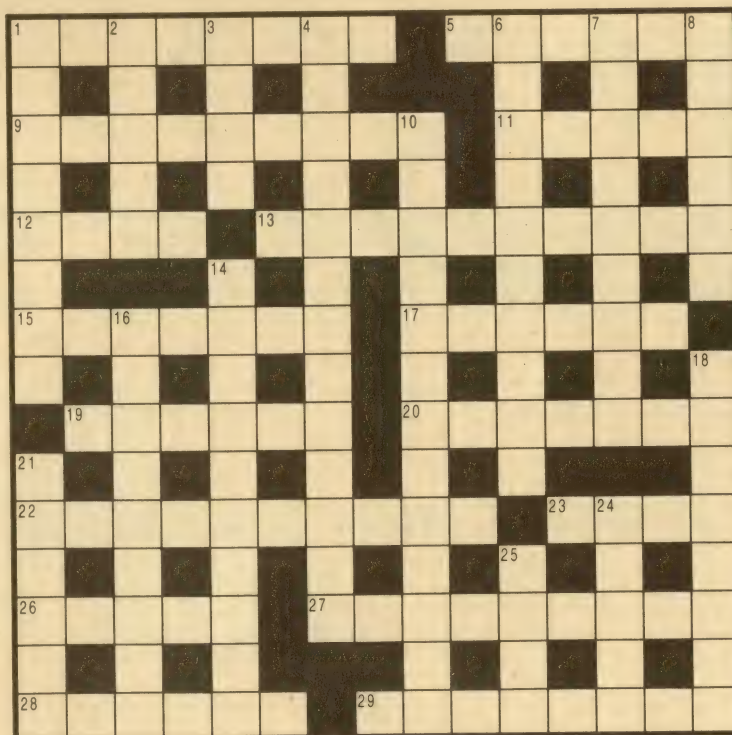
with detailed explanations in Answer Drawer, page 62

ACROSS

- 1 To clean messy curbs (5)
anagram
- 4 "Come back, Ron, I'm not yet twenty-one!" (5) *reversal*
- 5 Change the males in the commercial (5) *container*

DOWN

- 1 There's a moat concealing an island (5) *concealed word*
- 2 A stove, to an extent (5)
second definition
- 3 Tired of the inn's meal's, we hear (5) *homonym*



The Links of Life

A Real Puzzle

by Ken Webb

The element carbon is most familiar to us in two of its pure forms, coal and diamond. The great profusion of carbon-based substances in the world arises from the many ways in which carbon can bond (combine) not only with itself, but with hydrogen, oxygen, and other elements as well, to form long chains and other complex structures. Chemists have identified over one million different carbon compounds—many found in nature, some only in the laboratory.

The object of this puzzle is to use the five rules below to construct on paper various compounds consisting of the elements carbon (C), hydrogen (H), and oxygen (O). These can be diagrammed by using one dash (—) to show a single bond between two atoms, two dashes (=) to show a double bond, and so on.

Rules:

1. A pair of atoms may form up to four bonds with one another.
2. All Cs must be linked to one another, either directly or through a continuous chain of other Cs.

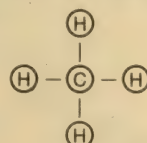
3. Each C must have a total of exactly four dashes bonding it with an adjacent atom or atoms.

4. Each H must have exactly one dash bonding it with an adjacent atom.

5. Each O must have a total of exactly two dashes bonding it with an adjacent atom or atoms.

Example: Using the above rules, draw a diagram in which the atoms CHHHH are bonded.

Solution:



The diagram depicts a molecule of methane, the simplest of organic (carbon) compounds and the principal component of natural gas.

Can you arrange each of the following groups of atoms in accordance with the five rules?

Answer Drawer, page 62

1. CCHH	2. CCHHHH	3. CCHHHHHH
4. CHHHHO	5. CCHHHHHHO	
6. CCCCCHHHHHHHHHH (There are a number of ways to combine these 14 atoms without breaking any of the rules, but most are variations on the same theme. Can you find two fundamentally different solutions?)	7. CCCCCHHHHHH (Once again, look for two distinct solutions.)	
8. CCCCCHHHHHHHHHH (Find five distinct solutions.)		

Le Français—C'est Facile!

by Grace Fabbroni

ACROSS

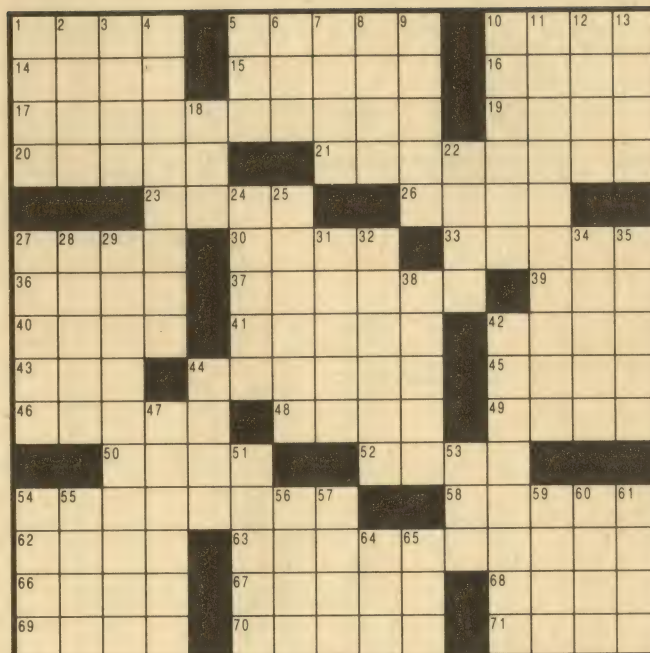
- 1 Seaport of Hawaii
- 5 Old Norwegian tales
- 10 Play's start: 2 wds.
- 14 ____ West (Batman)
- 15 Swagger
- 16 Wearing shoes
- 17 Stock of songs
- 19 Drag
- 20 Kind of syrup
- 21 Hand and nail treatment
- 23 Building sections
- 26 Norway's king
- 27 "Hold the ____!"
- 30 Whale of a captain?
- 33 Deduce
- 36 Support a holdup?
- 37 Oriental temple
- 39 Miss Le Gallienne
- 40 ____ Star State (Texas)
- 41 "... with room to ____"
- 42 Please
- 43 Law degree
- 44 Dredge
- 45 Heraldic wreath
- 46 Military assault
- 48 They number seven

- 49 Winner of last two Olympics
- 50 Southeast African tribesman
- 52 Part of a table, tree, or book
- 54 Bugle signal
- 58 Modern hairdos
- 62 Andy's partner
- 63 Casual
- 66 Porn
- 67 "Up and at 'em!"
- 68 Ruins near Padua
- 69 No bid
- 70 Automobile
- 71 Boutique

DOWN

- 1 Injure
- 2 Brainwave
- 3 Northern Scandinavian
- 4 Breakfast treat
- 5 Modern jet
- 6 From ____ Z: 2 wds.
- 7 Fierce; stern
- 8 Atmosphere
- 9 Person in a pool
- 10 Refuse container
- 11 Drivers
- 12 Circuit
- 13 Twiddling thumbs

- 18 Kinsman: Abbr.
- 22 Mother of Romulus and Remus
- 24 Terminate
- 25 Molds
- 27 Victoria or Horseshoe
- 28 Greek units of weight
- 29 Tryst
- 31 Wide open
- 32 Pertaining to the north
- 34 Cigarettes, drink, and so on
- 35 One who ranks
- 38 Thick, as forests or heads
- 42 Light, fluffy dishes
- 44 Sandwich shop
- 47 Callers
- 51 Forearm bones
- 53 Motorists' grp.
- 54 Grate
- 55 Madame Bovary
- 56 Legends
- 57 Arthurian lady
- 59 Impulsive
- 60 Aware of
- 61 "____ on it!"
- 64 The South, 1861-65: Abbr.
- 65 Coop resident



Answer Drawer, page 62

Cat-Lover's Special

by Gene Traub

The cat is the only animal, besides the giraffe and camel, to walk by moving both legs on a side together. Thought you'd like to know. Each clue below is answered by a word or phrase containing the word CAT. If the clue, for example, were "Rip Van Winkle's home," you would write "Catskill Mountains."

Answer Drawer, page 62



1. Pouring bucketfuls _____
2. Teasing game _____
3. West Coast resort island _____
4. Hamburger's companion _____
5. Baseball star _____
6. Mimic _____
7. Diagonally across _____
8. Second story man _____
9. Don't keep a secret _____
10. Doze _____
11. Mint plant _____
12. There's more than one way _____
13. Medieval warfare machine _____
14. "Why can't you talk?" _____
15. A punishment, in former days _____
16. Underground vaults _____
17. A butterfly, later _____
18. Wealthy campaign funder _____

Southpaws

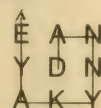
by Edith Rudy

What do 19th-century French criminologist Alphonse Bertillon, screen star Judy Garland, and former President Gerald Ford have in common? Like the 29 other people listed below, they are all famous lefties.

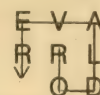
Their names can be found in the puzzle grid in spirals, each one proceeding clockwise or counterclockwise around the first letter. Successive letters are horizontally or vertically, but *not* diagonally, adjacent to each other, as illustrated at right.

Examples:

DANNY KAYE spirals clockwise:



ROD LAVER spirals counterclockwise:



Answer Drawer, page 62

```

                                L
                                O R S
                                N I M
                                A S C
                                L D F
                                N J M
                                M T A
                                A G O
                                O C Y
                                O H R
                                R E R
                                E A N
                                E L Y L
                                T H D
                                Y D N
                                A M P N
                                E L O
                                A K Y
                                T E R A
                                G I C
                                E R T I
                                S T E H
                                N M H T
                                B L P L
                                E E C N
                                S H
                                A L E F
                                E A H L
                                R L E O
                                N A
                                D A N
                                S N O O
                                A O N L
                                A K
                                D I N
                                H T I N
                                E R A E
                                V K I
                                E L D
                                E E D A
                                S D L B
                                O N M
                                H S A A
                                E B E R
                                H Y O
                                S E X
                                E B E E
                                I I T I
                                I T R C
                                I O N N
                                I R H I
                                F N L G
                                I N S U
                                D S G A
                                N D M A E
                                R R A Y
                                R E T R
                                K G C L
                                L E J R
                                L I E I R
                                B E R D
                                U O C O
                                E G Y D
                                O M A F
                                R C C L D
                                A B U S
                                I L E P
                                D A J U
                                D L E I
                                N A H H O
                                H T D A
                                V I X A
                                R L A N
                                I A D
                                I L P A C
                                A T E A
                                N E R H
                                P U E A
                                V O E E
                                V A I T
                                E E C M
                                D S A M
                                O O B L
                                I L H R
                                R L T
                                N S I R
                                Y G H N
                                J T S L
                                I V A D
                                O D U
                                E K G L
                                E U L M
                                N C I H
                                G O V E
                                L R O
                                R R N N
                                N A P C
                                E H R A
                                B L I O
                                N A R
                                N R R Y
                                T R A C
                                J S G B
                                E E N C
                                I E
                                A A H S
                                A N R O
                                J E Y T
                                T R C E
                                T D
                                M U R T
                                K C E R
                                A M D T
                                W A L D
                                F
                                E O I H
                                J A P B
                                E T T I
                                O R R A
                                E
                                W H E R
                                I P P E
                                M A H N
                                G U U
                                A F U O
                                I I A R
                                A R O E
                                A O
                                X A S K
                                E L K L
                                N O S L
                                B
                                N D Y
                                H I H P
                                U L E N
                                C A B L
                                E U E
                                D Y O

```

KARL PHILIPP EMANUEL BACH
ALPHONSE BERTILLON
THOMAS CARLYLE
CHARLIE CHAPLIN
JIMMY CONNORS
JAMES J. CORBETT
CLARENCE DARROW
LEONARDO DA VINCI

OLIVIA DE HAVILLAND
MARIE DIONNE
GERALD FORD
JAMES GARFIELD
JUDY GARLAND
KING GEORGE II
BETTY GRABLE
REX HARRISON

JACK THE RIPPER
DANNY KAYE
SANDY KOUFAX
ROD LAVER
HARPO MARX
PAUL McCARTNEY
MICHELANGELO
HORATIO NELSON

KIM NOVAK
COLE PORTER
MANDY RICE-DAVIES
BABE RUTH
RONALD SEARLE
TERENCE STAMP
TIBERIUS
HARRY S TRUMAN

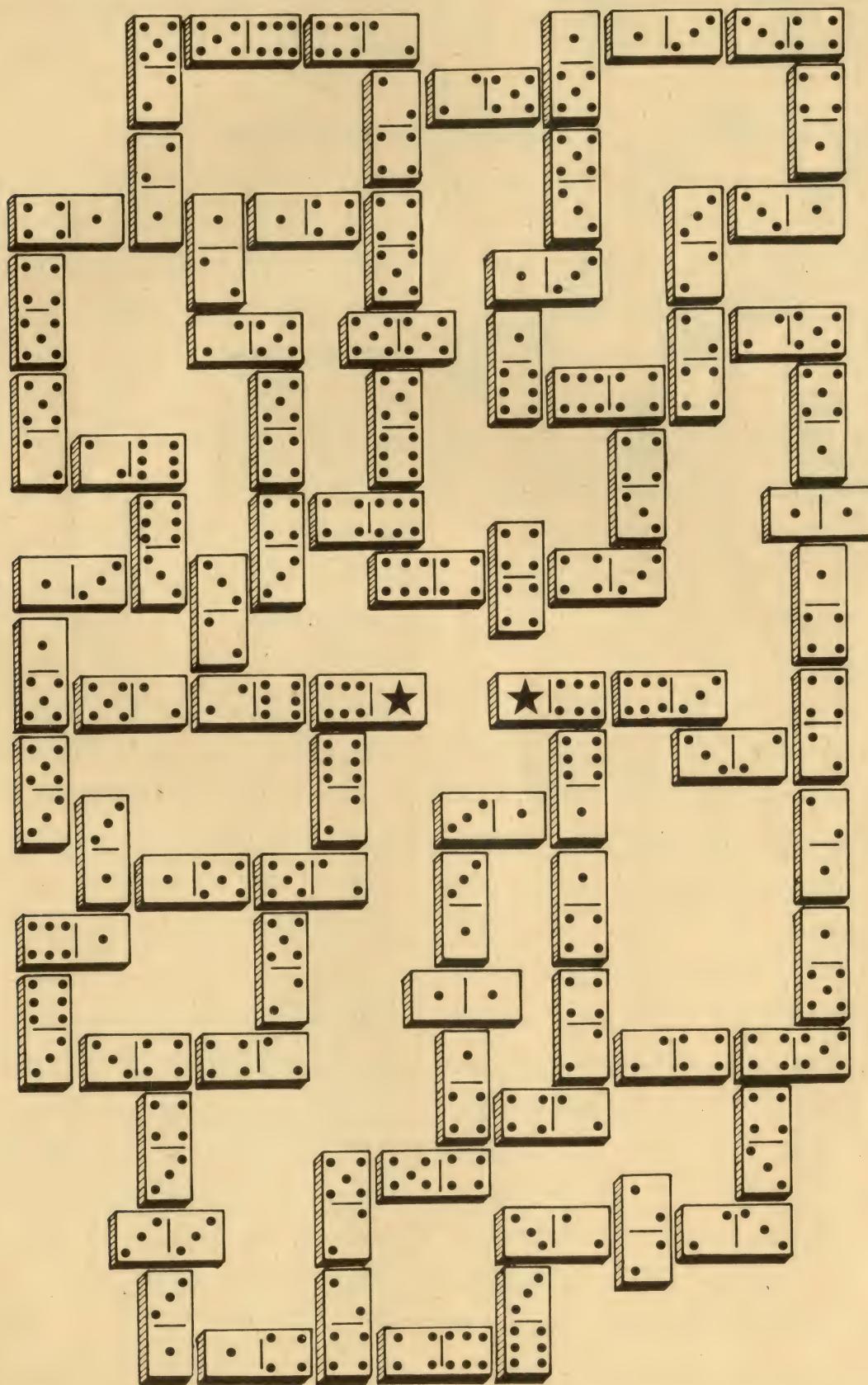
The Domino Maze

by Bernard Myers

Find the path from one star to the other, moving along the dominoes. Each time your path enters a new domino, you must go through *both* halves of that domino before proceeding to

another. (You are allowed, however, to go straight through doubles, which are placed crosswise in the maze.)

Answer Drawer, page 62



From the book, Supermazes No. 1, by Bernard Myers. Copyright © 1977 by Bernard Myers. Published by Doubleday & Company, Inc.

Dszquphsbnt!

by Norma Gleason

Below are eight messages, consisting of pithy sayings, fascinating facts, and an occasional wisecrack, which have been translated into code alphabets. Letter substitutions remain constant throughout any one cipher, but change from one cipher to the next, and the level of difficulty increases as you progress. An asterisk (*) indicates a proper noun.

Word divisions in ciphers 7 and 8 have been concealed by arbitrarily putting the letters into groups of five—although the letters are still in proper order. Punctuation and asterisks have been omitted in these two ciphers to increase the challenge.

Clues are given in the box at bottom right to provide assistance if you need it.

Answer Drawer, page 64

1. NEW DIMENSIONS

RFC KYL UFM GQ LMR YQ ZGE Y
DMMJ YQ FC SQCB RM ZC KYW
ZC ECRRGLE QKYPRCP, ZSR FC
GQ KMPC JGICJW ECRRGLE
RFGLLCP.

2. IN WRONG JOBS

GLL YZW GSZG ZOO GSV KVLKOV
DSL PMLD SLD GL IFM GSV
XLFMGIB ZIV YFHB WIRERMT
GZCRXZYH ZMW XFGGRMT SZRI.
*TVLITV *YFIMH

3. EARLY TO BED

OZQ AK AL LZW TWKL OSQ LG
CWWH ZWSDLZQ AK LG WSL OZSL
QGM VGF'L OSFL, VJAF C OZSL
QGM VGF'L DACW, SFV VG OZSL
QGM'V JSLZWJ FGL?

4. THEY MEAN WELL

"MUIKI XKI X MUGNLXFV UXZBEFT
XM MUI YKXFZUIL GR IOEC MG
GFI PUG EL LMKEBEFT XM EML
KGGM," PKGMI *UIFKS *VXOE V
*MUGKIXN.

5. KING SIZE

UHD FEIXC FE USXCG OZ
YHCZOFHCX DFECX: "FRX *SEHOD
*LOJ TXV MEH DXZF EHF OD ZEF
TOW XZEHWR. UEHSV MEH
XLURQZWX OF YEC Q *SEHOD *LJO?"

6. SPARE THE ROD

CWTD T HTDT UTHD RTSXAEFTACB
XA CWT NSR RMJB, MAR PNBC NU
CWTP UNFAR BXCCXAV RNHA GTDJ
KMXAUF S.

7. GOOD PLANNING

IQHJC VBFLG IUVCW JESBE EBGIF
GWOVQ CFQXG FZVUB UIHDI
GLLV L VCVXG BIXHG LVQCX
EQFFV FOVHE GGDQH HZVLQ
OFZVN EQTVU GJCVQ CF

8. HE'S HOOKED

XPELK OJCXD ELLFC OFDOT
KFMKE DALEM ELTFJ MKLGO
DNEDI FDO KQ DNJON NFB BX
JLFDX PELKE DIFQM PEMMF
ZXMZK XNFB B XJLTF JMKFP PELK

Additional Clues

General: Each title provides a clue of sorts. High frequency letters are E, T, O, A, N, I. The three types of codes used on this page are: (1) Alphabet shift, in which cipher letters and plaintext letters are a uniform number of letters apart (as in the title of this page); (2) Reverse alphabet, in which substitutions are reciprocal—that is, if A = J, then J = A, etc.; and (3) Keyed cipher, constructed around a key word or phrase relating to the theme of the cryptogram. In a keyed cipher, if you print the cipher alphabet above the plaintext alphabet, the key word will appear plainly in the ciphertext. All remaining letters will follow the key word in alphabetical order. An example of a keyed cipher using GAMES as the key word would be:

Ciphertext: RTUVWXYZ **GAMES**BCDFHIJKLNO PQ
Plaintext: ABCDEFGHIJKLMNOPQRSTUVWXYZ

Cipher 1: A three-letter word after a comma is usually AND, BUT, or YET. It is BUT in this cipher.

Cipher 2: Plaintext words WHO and HOW appear.

Cipher 3: The word KEEP is in the plaintext.

Cipher 4: AT appears twice in the plaintext.

Cipher 5: Place IS, IT, IN.

Cipher 6: Look for OF and OLD as plaintext.

Cipher 7: The word MILLIONS appears in the plaintext. After placing that, try to place SHE.

Cipher 8: The word FISH is in the plaintext three times.

Figure This

by Stephanie Spadaccini

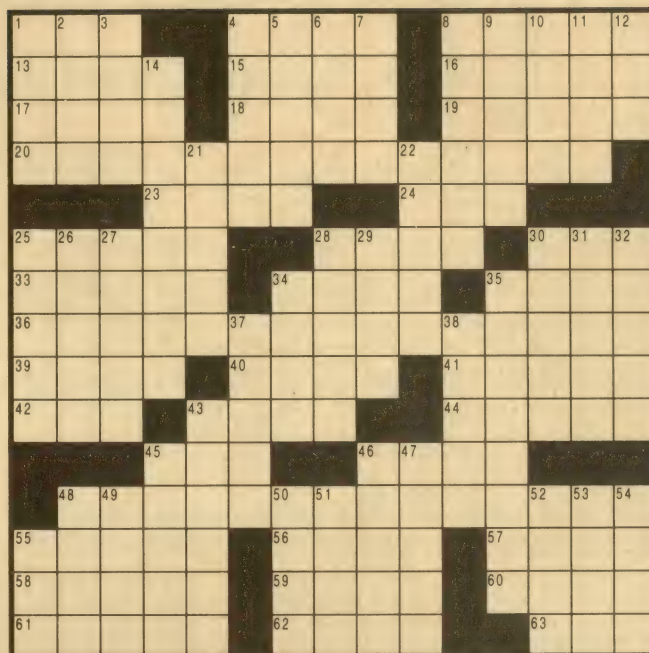
ACROSS

- 1 Not G.O.P.
- 4 Carney and Linkletter
- 8 Forms an opinion
- 13 Freezes, as a pond
- 15 Harvest
- 16 Blacksmith's tool
- 17 Deposed Iranian
- 18 Monastery head
- 19 Africa's largest city
- 20 New York City landmark: 2 wds.
- 23 ____ of the d'Urbervilles
- 24 "Rubbish!"
- 25 Letterhead designs
- 28 Peasant
- 30 Prime ministers' afternoons?
- 33 "Never look ____ horse..."
- 34 Pearl Buck heroine
- 35 Ink stain
- 36 London park: 2 wds.
- 39 Chicks' mothers
- 40 Mohammed and MacGraw
- 41 Bring together
- 42 Superlative suffix
- 43 Golf tournament
- 44 Mink relative
- 45 Honest railsplitter

- 46 Prefix with social or body
- 48 Atlantic phenomenon: 2 wds.
- 55 Wild hogs
- 56 Long time: Var.
- 57 Egg on
- 58 "... ____ to the moon on gossamer wings": 2 wds.
- 59 Some Yankees, in song
- 60 Skittered
- 61 Greeting
- 62 All right
- 63 Small ____ (kids)
- 21 Perle ____
- 22 They're "in the fire"
- 25 Workshop machine
- 26 Monsters
- 27 San Francisco player
- 28 ____ clothesman
- 29 Hearing aids?
- 30 Braid
- 31 Le ____ d'Arthur
- 32 Guide
- 34 Stare
- 35 Baby's wraps
- 37 Place for a boutonniere
- 38 Allotted share
- 43 San Luis ____, California
- 45 April, in Paris
- 46 Odor
- 47 Silly one
- 48 Show love (with "on")
- 49 Basketball's "Pearl"
- 50 Prefix for a masochist?
- 51 Wood for shipbuilding
- 52 Palmer's game
- 53 Fox's home
- 54 Actor-singer Nelson ____
- 55 "____, humbug!"

DOWN

- 1 Phonorecord
- 2 Resound
- 3 Dinner, for one
- 4 Saudis, or their horses
- 5 Picture puzzle
- 6 Keep ____ on (watch)
- 7 Blueprint: Abbr.
- 8 Man-made fabric
- 9 Put into effect, as a law
- 10 Villainous
- 11 Bog
- 12 Street caution
- 14 Close-valves



Answer Drawer, page 62

Movie Shorts

by Doug and Janis Heller

A small theater with a small marquee is playing some big movies—and does not have space on the marquee to run the full titles. "Just eliminate the vowels," the theater manager instructs the sign boy. "Wherever a, e, i, o, or u appears in a movie title, drop it. Also, when a title contains more than one word, eliminate the spacing and run the consonants together."



Below are the theater marquees as they will appear during the next twenty weeks, under the manager's sign policy. What's playing?

(For example, the sign GNWTHTHWND would be *Gone With the Wind*.)

Answer Drawer, page 62

- | | | | |
|----------------|-------|---------------|-------|
| 1. CSBLNC | _____ | 11. NTRS | _____ |
| 2. RTHQK | _____ | 12. NTRRS | _____ |
| 3. CBRT | _____ | 13. DLMFRMRDR | _____ |
| 4. THPPNDNNGHT | _____ | 14. LLBTB | _____ |
| 5. NMLHS | _____ | 15. BNNNDCLD | _____ |
| 6. NNHLL | _____ | 16. DPTHRT | _____ |
| 7. THDDCPL | _____ | 17. JWS | _____ |
| 8. LSTTNGNPRS | _____ | 18. RPRT | _____ |
| 9. SPRMN | _____ | 19. DRN | _____ |
| 10. LWRNCFRB | _____ | 20. LF | _____ |

THE PUZZLES THAT TOOK RUSSIA BY STORM

Fun and Games Behind the Iron Curtain

by Boris A. Kordemsky

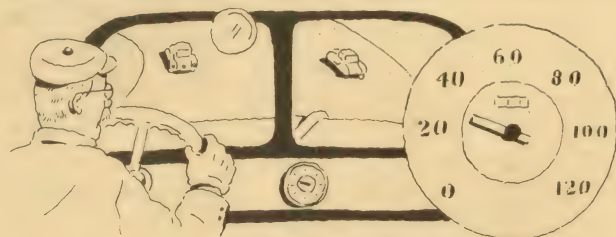
The puzzles on these pages were created by a Moscow mathematics teacher, Boris A. Kordemsky, and were first published in 1956 in *Mathematical Know-how*. That book has become something of a publishing sensation in the Soviet Union—one million copies have been sold in the original Russian version alone, and untold numbers in the fifteen other languages into which the book has been translated. Small wonder at this popularity! The book is described by Martin Gardner as “the

outstanding puzzle collection in the history of Russian mathematics.”

We think you'll enjoy the puzzles both for their style and excellence and for the interesting glimpse they provide into Russian life and customs. Our selections are from the American edition of Kordemsky's book—*The Moscow Puzzles*, translated from the Russian by Albert Parry, edited by Martin Gardner, and published by Charles Scribner's Sons.

Answer Drawer, page 64

1. THE PUZZLED DRIVER



The odometer of the family car shows 15,951 kilometers. The driver noticed that this number is palindromic: it reads the same backward as forward.

“Curious,” the driver said to himself. “It will be a long time before that happens again.”

But 2 hours later, the odometer showed a new palindromic number.

How fast was the car traveling in those 2 hours?

2. ARRANGING FLAGS



Komsomol youths have built a small hydroelectric powerhouse. Preparing for its opening, young Communist boys and girls are decorating the powerhouse on all four sides with garlands, electric bulbs, and small flags. There are 12 flags.

At first they arrange the flags 4 to a side, as shown, but then they see that the flags can be arranged 5 or even 6 to a side. How?

3. PATTERN OF COINS

This number puzzle employs the following 17 coins:

Five 20 kopeks

Three 15 kopeks

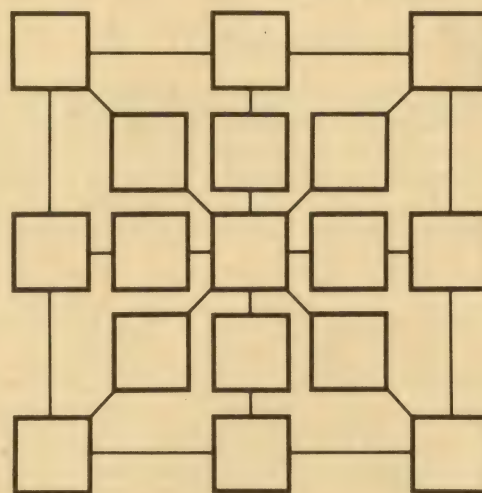
Three 10 kopeks

Six 5 kopeks



Place a coin in each square of the diagram so that the number of kopeks along each straight line is 55.

[This problem cannot be translated into United States coinage, but you can work on it by writing the kopek values on pieces of paper.]



4. DELIVERING GRAIN ON TIME

A collective farm was due to deliver its quota of grain to the state authorities. The management of the kolkhoz decided the trucks should arrive in the city at exactly 11:00 A.M. If the trucks traveled at 30 kilometers per hour they would reach the city at ten, an hour early; at 20 kilometers an hour they would arrive at noon, an hour late.

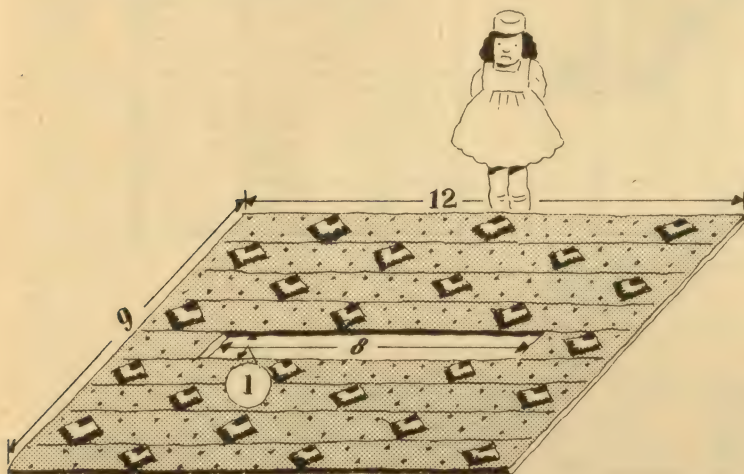
How far is the kolkhoz from the city, and how fast should the trucks travel to arrive at 11:00 A.M.?

5. NEW YEAR'S GIFTS

Our union's executive committee was arranging a New Year's tree for the children. [There are no Christmas trees in the USSR officially, only "New Year's" trees.] After distributing candies and cookies in the gift packages, we began the oranges. But we calculated that if we put 10 oranges to a package, one package would only get 9; if we put 9 oranges to a package, one package would only get 8; if 8, 7; if 7, 6; and so on down to 2 oranges per package with one package getting only 1 orange.

How many oranges did we have?

6. A CHERISHED REWARD



When Nuriya Saradzheva was an adolescent, she was awarded a beautiful Turkmenian rug measuring 9 by 12 meters for being first on her collective farm to use an improved method of picking cotton.

Now Nuriya works as an agronomist. Once, while doing some research, she spilled acid on the rug. After the damaged part was cut out, there was a large rectangular hole, 1 by 8 meters.

Nuriya decided to repair the rug. Using straight-line cuts, she cut the undamaged part of the rug into 2 parts that, when sewn together, formed a square. How?

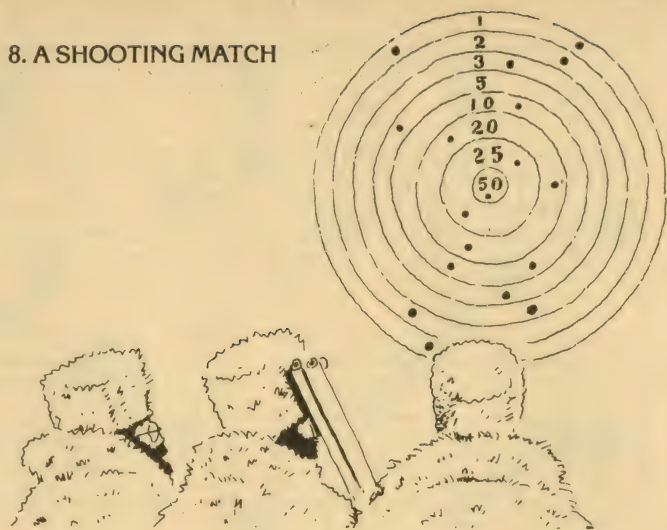
7. YOUNG PIONEERS

Vitya pledges that his brigade of Young Pioneers will plant half the number of fruit trees the rest of the Pioneers plant. Kiryusha pledges his brigade, the largest in the detachment, will plant as many trees as the rest of the Pioneers (including Vitya's brigade).

Their brigades work the last shift simultaneously. The preceding brigades of the detachment plant 40 trees. Assuming that both pledges are fulfilled exactly, how many trees does the whole detachment plant?



8. A SHOOTING MATCH



Andryusha, Borya, and Volodya each fired 6 shots, and each got 71 points.

Andryusha's first 2 shots got 22 points and Volodya's first shot got only 3 points. Who hit the bull's-eye?

9. THE IDLER AND THE DEVIL

An idler sighed: "Everyone says, 'We don't need idlers. You are always in the way. Go to the devil!' But will the devil tell me to get rich?"

No sooner did the idler say this than the devil himself stood in front of him.

"Well," said the devil, "the work I have for you is light, and you will get rich. Do you see the bridge? Just walk across and I will double the money you have now. In fact, each time you cross I will double your money."

"You don't say!"

"But there is one small thing. Since I am so generous you must give me 24 rubles after each crossing."

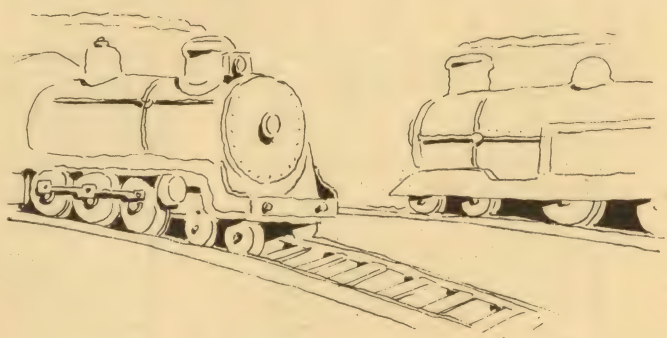
The idler agreed. He crossed the bridge, stopped to count his money... a miracle! It had doubled.

He threw 24 rubles to the devil and crossed again. His money doubled, he paid another 24 rubles, crossed a third time. Again his money doubled. But now he had only 24 rubles, and he had to give it all to the devil. The devil laughed and vanished.

The moral: When anyone gives you advice you should think before you act.

How much money did the idler start with?

10. TRAINS MEETING



Two freight trains, each $\frac{1}{6}$ kilometer long and traveling 60 kilometers per hour, meet and pass each other. How many seconds is it between when the locomotives pass each other and the cabooses pass each other?

Proverbs and Converbs

by Mac Simms

We say great minds run in the same channel. We *also* say fools think alike. It all depends on your point of view.

Each proverb or saying below has a familiar proverb contradictory in meaning hidden in the grid above it. Start in the

upper left-hand square of each grid and proceed square by square (horizontally or vertically, but not diagonally) to spell the answer. Do not cross your path or enter a single square twice. Not all the letters in any grid will be used.

Answer Drawer, page 64

1.

A	B	S	O	N	D
M	E	E	F	R	E
A	C	N	W	I	N
K	U	P	O	R	G
E	S	C	H	E	T
L	T	H	E	A	R

"Out of sight, out of mind."

2.

A	L	L	W	R	Y
D	N	R	O	A	K
N	A	K	Y	M	E
O	P	L	A	U	S
L	U	D	A	K	J
L	B	O	Y	C	A

"Keep your nose to the grindstone."

3.

Y	N	A	N	T	T
O	U	C	R	U	E
D	L	O	H	C	A
D	O	N	A	L	S
N	G	V	A	C	K
E	W	T	R	I	E

"It's never too late to learn."

4.

T	O	P	C	O	O
E	O	L	Y	R	K
H	M	A	N	S	S
T	A	M	E	P	O
O	R	B	L	C	I
N	D	E	H	T	L

"Many hands make light work."

5.

C	O	N	K	I	T
U	S	A	Y	L	L
R	A	I	T	C	E
I	O	S	B	T	D
N	G	R	E	H	W
E	T	A	C	O	M

"Seek, and ye shall find."

6.

N	O	T	A	G	G
A	I	H	I	O	N
G	N	E	N	P	I
V	O	D	U	T	H
E	U	R	L	Y	T
N	T	E	D	N	O

"Fools rush in where angels fear to tread."

7.

Y	U	C	K	E	I
O	P	R	A	X	T
U	Q	T	T	E	W
C	A	N	R	G	I
L	M	I	Y	H	T
O	W	N	O	U	Z

"A penny saved is a penny earned."

8.

N	I	M	R	O	D
A	C	E	D	L	E
S	O	G	U	Y	T
T	R	I	F	S	S
Y	A	N	O	L	A
M	E	I	S	H	Y

"Do unto others as you would have others do unto you."

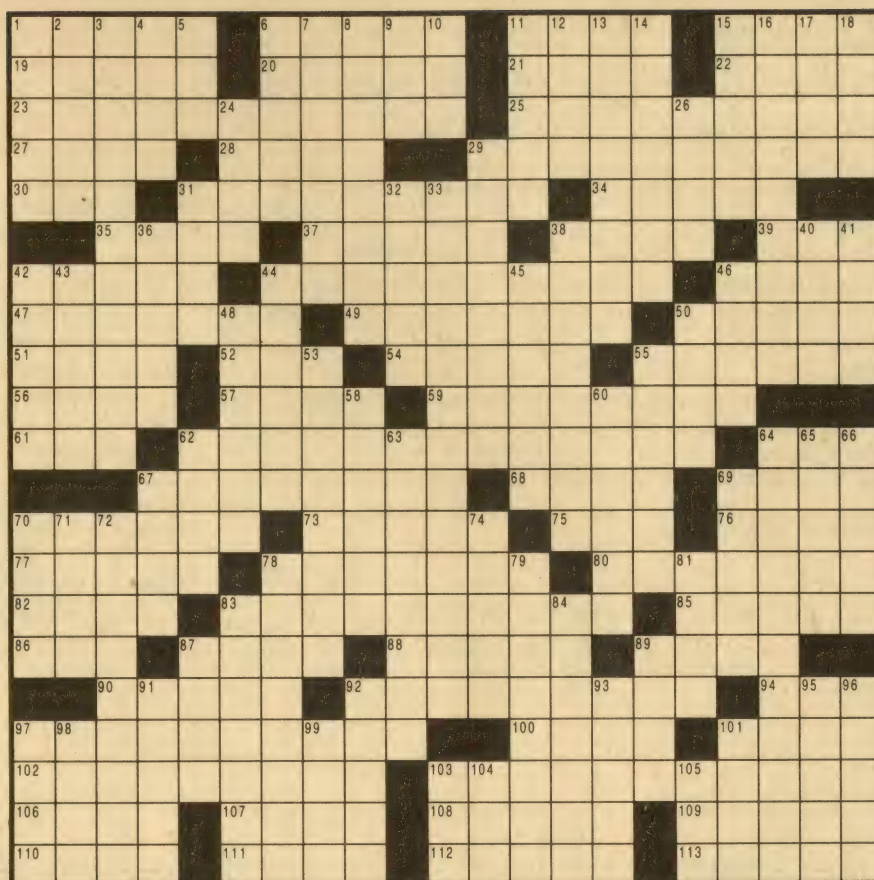
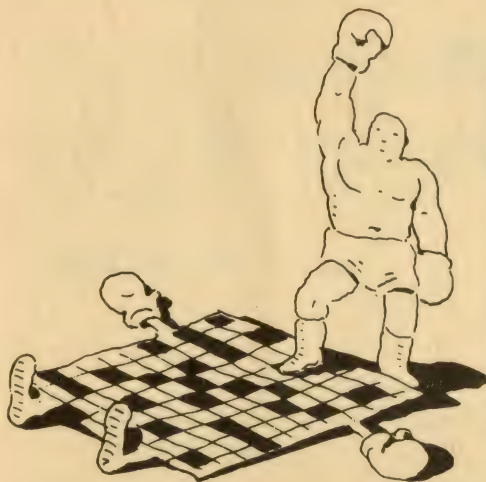
9.

H	A	T	S	I	S
E	W	H	L	O	E
F	M	O	T	S	T
N	C	H	E	S	A
E	U	F	R	I	T
R	D	I	E	Z	Y

"Look before you leap."

Why Not the Best?

by Jack Luzzatto



Answer Drawer, page 62

ACROSS

- 1 In the bag, for the pitcher
6 Loup- (werewolf)
11 El _____, Texas
15 Cushiony
19 Like sheep
20 Perfect places
21 African strongman
22 Fun in Hawaii
23 "I have the _____" (suggestion)
25 Panel master
27 Therefore
28 Solemn word
29 Prometheus and Co.
30 Depot: Abbr.
31 _____ of the moment (suddenly)
34 Home run king before Babe Ruth
35 Hobbling
37 Trencherman
38 Risk
39 Treasure _____
42 Japanese seaport
44 Salesman's form
46 Run easy
47 Orblike
49 _____ sound (out of harm's way)
50 Java civet
51 Related families
52 German capital: Abbr.
54 Blends
55 Metal for old tankards
56 Assistant
57 Coffin stand
59 Omission mark, in music
61 Legal claims: Abbr.
62 The best, in GAMES
64 The head: Sl.
67 The smart set
68 French state
69 Great enthusiasm
70 Mortise partners
73 Catcher Hendricks, once of the Orioles
75 _____ Lanka
76 Guam harbor
77 Do penance
78 Old films?
80 Stored grain
82 A step
83 Don Juan
85 Mrs. Grundy, e.g.
86 Backup for Gladys Knight
87 Swine show entries
88 Nobel winner Singer
89 Indignant feelings

- 90 Tree of trembling leaves
92 Responsive choir singing
94 Word for bad taste
97 Beating everybody
100 Cotton for fine shirts
101 Actress Nazimova
102 Neat stroke, as in tennis
103 Polaris, or a great leader
106 Part of BTU
107 Forever, almost
108 Concerning
109 In position, as a sail
110 Fish story
111 Neuter
112 Adriatic northers
113 Daily record

DOWN

- 1 Learn the _____
2 Unconcealed
3 Perfect knights and gentlemen
4 Data, for short
5 Born
6 Reach; or imply
7 In _____ (excited)
8 Lucille Ball and Thomas Jefferson, e.g.
9 _____ at a time
10 Patriot's letters
11 Mountainous region in central Asia
12 Love: Sp.
13 Radio waves on the edges of the carrier frequency
14 About 50¢ on the Bonn exchange
15 Mix the cocktails
16 Farthest off
17 Film *Dona _____ and Her Two Husbands*
18 Sailors
24 Portable ice-cream
26 Autumn tool
29 Flounce for milady
31 Astronomer-poet
32 19th-century energy
33 Striver for only the best
36 One-seed pericarp, as in the buttercup: Var.
38 *Thés _____* (social teas)
40 Church section
41 Equal
42 A movie best
43 1-1 doubleheader
44 Liquid part of fat
45 Young Scot
46 _____ tennis
48 Monastery VIPs
50 Registrar: Abbr.
53 Tires again?
55 Baking container
58 Land and houses
60 Trap-setter
62 French movie
63 Boldly attractive
64 Ultimate perfection
65 Rowed
66 Dashing fellow
67 Hanker
69 Kinshasa is here
70 Boat cover
71 Small ornamental case
72 Paragon of perfection
74 Lama supreme
78 Its sign is three gold balls
79 Having more smacking noises
81 Limber
83 Loamy deposits
84 Spiny anteater
87 Reach across
89 _____ instant (right away)
91 Sudden outpouring
92 Nervous and twitchy
93 Leaves out
95 Size made from egg white
96 Ravenous monster
97 Rabbit tail
98 It connects to the elbow
99 Center of early Celtic Christianity
101 Sparkling Italian wine
103 Gift of _____
104 Numero _____, the best!
105 Run around town

Line-ups

A Pencil and Paper Game for Two Players

by Phil Orbanes

Equipment: One gamesheet; two pencils.

Object: To be the first to score *eight rows of three circles* OR *five rows of four circles* OR *one row of five circles*.

Preliminaries: Each player chooses a symbol to use in marking circles—numbers, initials, X's, O's, etc. Or use different colored pencils.

Play:

1. Player One marks a circle anywhere on the sheet; then Player Two marks a different circle. Play continues in alternating fashion.

2. A player SCORES whenever his newly marked circle completes an uninterrupted "row" (horizontal, vertical, or diagonal) of three, four, or five circles.

Examples: a row of three marked circles (A)
a row of four marked circles (B)
a row of five marked circles (C)

C O O O O
B C A A A
B O C O O
B O O C O
B O O O C

Whenever a player scores, he places a check mark through the appropriate number on his Scoring Table. (For instance, when Player Two completes his first row of three circles, he checks off the first "3" on his Scoring Table.)

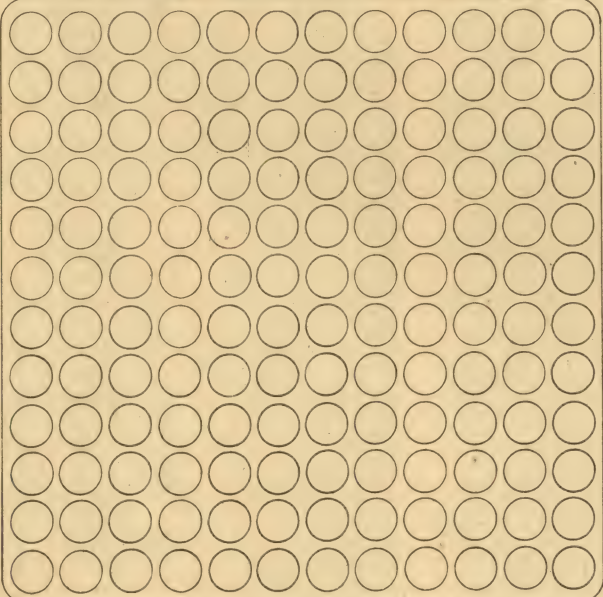
3. A player's row of three circles can be enlarged to four on any subsequent turn, and scored again as a 4. (An extension, however, cannot be counted as a new row of 3.) A row of four can be enlarged to five, and scored again as a 5.

4. A newly marked circle sometimes completes more than one row of circles for a player; in that case, all rows completed on that turn are scored.

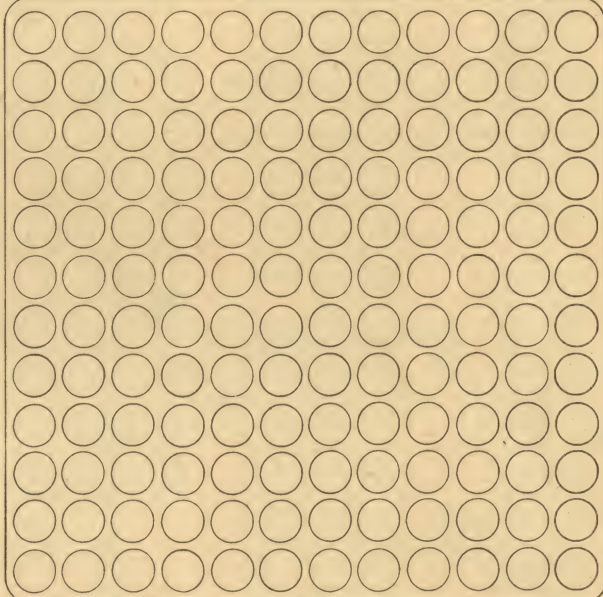
Winning: The first player to score all eight of his 3's, OR all five of his 4's, OR his one 5, wins the game.

Optional Rule: Experienced players will discover that the player who goes first has an advantage. To neutralize this advantage, do not count the first score of three circles claimed by the first player.

GAME 1

PLAYER 1		
3 3 3 3 3 3 3 3	4 4 4 4 4	5
		
PLAYER 2		
3 3 3 3 3 3 3 3	4 4 4 4 4	5

GAME 2

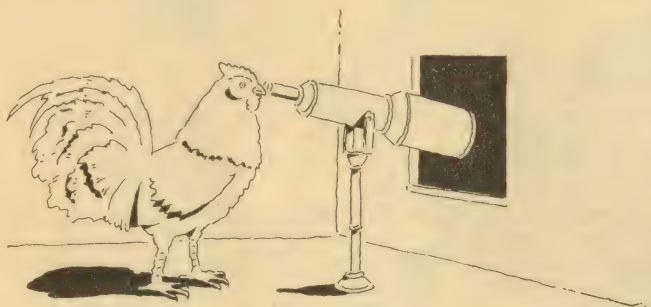
PLAYER 1		
3 3 3 3 3 3 3 3	4 4 4 4 4	5
		
PLAYER 2		
3 3 3 3 3 3 3 3	4 4 4 4 4	5

Is Your Mind Flexible?

by Morgan Worthy, Ph.D.

In each of these puzzles, match the five items on the left with the five items on the right on the basis of similar or related meanings. The relationships are disguised by use of double meanings or altered spacing within words. For example, the answer to the first item in Number 1, "Rooster's gaze," is B, "Athens" (At hens). Psychology professor and researcher Morgan Worthy developed these puzzles to test and improve mental flexibility. "Do not take them too seriously," he says, "and you will quickly improve at seeing the relationships."

Answer Drawer, page 64



Number 1

- | | |
|----------------------------|--------------------------|
| <u>B</u> 1. Rooster's gaze | A. No heavier |
| _____ 2. Air Force dance | B. Athens |
| _____ 3. Change tires | C. Progress is fatiguing |
| _____ 4. A slight | D. One and the same |
| _____ 5. Two | E. Baseball |

Number 2

- | | |
|----------------------|------------------|
| _____ 1. Cooking | A. Brandish |
| _____ 2. Lie down | B. Killing money |
| _____ 3. Mildred | C. Change planes |
| _____ 4. Coincide | D. Chief dove |
| _____ 5. Cereal bowl | E. Pink |

Number 3

- | | |
|------------------------------|----------------------|
| _____ 1. Horse | A. Embarrassing tear |
| _____ 2. Very brief applause | B. Unsited |
| _____ 3. Current | C. Amount |
| _____ 4. Sea trip | D. Second hand |
| _____ 5. Defective cards | E. Kennel fee |

Number 4

- | | |
|---------------------|----------------------------------|
| _____ 1. Proportion | A. Half a debate |
| _____ 2. Nymph | B. For mice |
| _____ 3. Freeze | C. Spectators |
| _____ 4. Manifold | D. May be a grandfather |
| _____ 5. Peer group | E. Very few in Manhattan traffic |

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FOLD THIS PAGE!
YOU ARE APPROACHING

The World's Most Ornery Crossword Puzzle

The giant puzzle on this and the following pages has two independent sets of clues: "Hard" and "Easy." If you use only the Hard Clues (beginning below and continuing beneath the diagram on the following right-hand page), you'll find this puzzle among the most challenging you've ever done. But there's also a set of easier clues (on the following left-hand page) which may be used either as secondary clues or as the primary clues for a less severe challenge. So you may prefer to keep the Easy Clues hidden by folding this page on the dashed line, tucking this side under, and then turning the page. To peek or not to peek is up to you.

Answer Drawer, page 64

For Your Recreation

by Jordan Lasher

Hard Clues

ACROSS

- | | | |
|---|---|--|
| 1 Kind of electro-magnetic wires | 62 Disney's middle name | 109 Equip, as a factory |
| 7 "Bullet" in cards | 63 Relative of "Psst!" | 112 Hautboy |
| 10 _____ of Honey | 64 Tooth _____ | 113 Fear of some foreign policy makers |
| 16 Capital near Lake Titicaca | 65 Financial advisers, for short | 117 Himalayan menace? |
| 21 Driving hazards | 66 _____ | 118 Hardwood |
| 23 Hullabaloo regular | 67 Soothsayer's phrase | 119 Confederate Jubal _____ |
| 25 Luigi's love | 68 Algonquian language | 120 Fetters |
| 26 Laurence Olivier role | 69 Bleated | 121 Chastens |
| 28 "When the Sword went out _____" (William Morris) | 71 Epopee | 123 Daresays |
| 29 Auricular | 72 More resolute | 125 Harshly bright |
| 30 Confidentially | 74 Part of a swimsuit | 126 Tennis call |
| 31 Stipulations | 75 Arabian garment | 128 Celestial object |
| 32 Phrenic | 78 Bishop's seat in ancient churches | 129 Was bombastic |
| 33 Lucy _____, Mother Goose girl | 79 Impoverished | 130 Bright |
| 36 Nosh | 82 Predecessors of mus | 131 Middle mark of three-in-a-row |
| 37 Before vier | 84 Kind of set | 132 _____ wheel |
| 39 Is compelled | 86 He wrote <i>Always Leave Them Laughing</i> | 136 Borne by air |
| 40 Mrs. Peron | 87 Pusillanimous | 138 U.N. body |
| 41 Alkaline substance | 88 They move diagonally | 139 Zechariah or Zephaniah |
| 42 Blackthorns | 89 Brando movie, 1961 | 143 1959 Rose Bowl winner |
| 44 Jocund | 93 Heraldic border | 144 Exhausted |
| 47 Site of the Pitti and the Uffizi | 94 U.N. agcy. | 145 Her memoirs are <i>The Heart Has Its Reasons</i> |
| 51 Reproduce, like some plants | 95 Mata Hari, e.g. | 150 St. _____ de Assisi, colleague of St. Francis |
| 52 Some Spanish murals | 96 Beauty pageant host | 151 Play craps |
| 53 _____ Lippo Lippi | 97 Opponent for Vitas | 152 Kind of ant |
| 54 Cross shapes | 98 Travel, old style | 153 "Popish Plot" fabricator |
| 55 Book by Dr. Eric Berne | 99 Scandinavian god of peace | 154 Bristly |
| 59 Part of some harrows | 101 Tillis and Brooks | 155 Patriarch |
| 60 Vanishing basketball attempt | 102 Misanthrope | 156 Instigate |
| | 104 Soldiers in Pusan | |
| | 105 Automatic rifle support | |
| | 107 Discovery | |
| | 108 Ape of Borneo | |

DOWN

- | |
|---------------------------|
| 1 Relative of bingo |
| 2 Set of moral principles |

The Easy Clues for the World's Most Ornery Crossword Puzzle

Incorporating anagrams and other wordplay in *italics* following the clues. (Don't peek until you read page 37.)



ACROSS

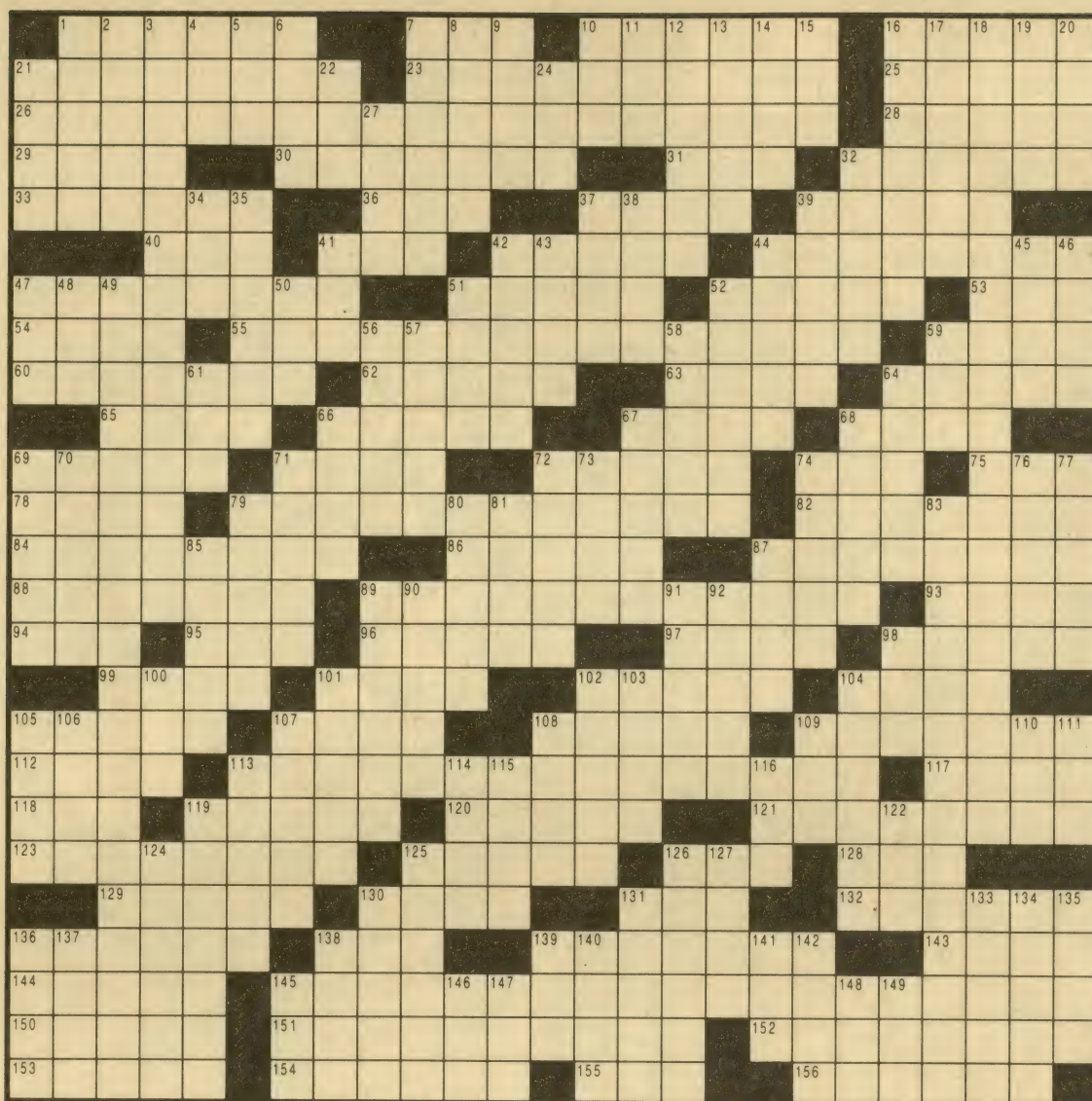
- 1 Lascivious man
7 Perfect tennis serve
10 Give ____ of one's own medicine: 2 wds.
16 Bolivian capital
21 Road "craters"
23 Disco employee: 2 wds.
25 "... to form ____ perfect Union": 2 wds.
26 Shakespearean character: 4 wds.
28 "The Owl and the Pussy-Cat went ____": 2 wds.
29 Of hearing
30 In secret (*our bass* is upset): 2 wds.
31 Companions of ands and buts
32 ____ telepathy
33 Necklace ornament
36 Have a bite
37 Three: Ger. (in a bumpy *ride*)
39 Must: 2 wds.
40 Zsa Zsa's sister
41 Soap ingredient
42 Wild plums (found in *loess*?)
44 Very funny
47 Henderson or Nightingale
51 Germ cell
52 Rockefeller Center art panels (*inserts* finally)
53 Monk's title
54 Greek T's
55 Theme of this puzzle: 3 wds.
59 Kind of jockey
60 Court two-pointer (made from *the toss*?): 2 wds.
62 Inventor Howe
63 Throat-clearing
64 Rot
65 Auditors: Abbr.
66 Expressionless
- 67 Words of comprehension
68 Canadian Indian
69 Sounded like a sheep
71 "Trees" or "The Raven"
72 Enthusiastic player
74 Bikini top
75 Lawyers' org. or rhyme scheme
78 Building projection (in *map's extent*)
79 Yielding little for much labor
82 Greek L's
84 Identical
86 "Uncle Miltie"
87 ____ Lion, *Wizard of Oz* role
88 Catholic officials
89 Cyclopean cards?: 2 wds.
93 Wreath on a coat of arms (designed from *lore*)
94 Worldwide labor agcy. (involved in *oil*?)
95 James Bond or Nathan Hale
96 Central and Yosemite
97 Nastase of tennis
98 "Whither thou ____"
99 Patron god of Sweden (the end of *Jeffrey*)
101 Ott and Torme
102 Skeptical one
104 South Korean army (sounds like *rocks*)
105 Two-legged stand
107 Unearth
108 One anthropoid, for short
109 Installs machinery: 2 wds.
112 Wind instrument
113 Sequential topplers: 2 wds.

- 117 Abominable snowman (*still with me?*)
118 Acorn dropper
119 "The ____ bird catches ____"
120 Golf clubs
121 Uses soap
123 Takes for granted
125 Brilliant, as a reflection
126 Beatles' "____ It Be"
128 Heavenly body (in *orbit*)
129 Was furious
130 Optimistic
131 Tic-____-toe
132 Inventor of an amusement park wheel
136 Floated aloft, as an aroma
138 Owl's query
139 Foreteller of the future
143 Hawkeye State
144 "____ a day's work": 2 wds.
145 Widow of a British duke: 4 wds.
150 ____ Booth Luce
151 Roll cubes at Vegas: 3 wds.
152 Searching for food
153 Writer Joyce Carol ____
154 Having prickles (*southeast to southeast*)
155 Father
156 Stir up, as revolution
- 5 Building wing
6 Vintage autos (*Rose* has an accident)
7 Greek marts (from an *era ago*)
8 French artist of the 19th century
9 Selves
10 Adverb: Abbr.
11 Scottish "to" (*eat up!*)
12 Oakley and Little Orphan
13 *Star Trek* or *Star Wars*
14 Private eyes, for short (listen to *Tex*)
15 Prior to
16 Most recent fashions
17 ____ of Sundays: 2 wds.
18 Locations of mail centers?: 3 wds.
19 Neighborhood
20 Enthusiasm
21 Swimming site
22 Dallas campus
24 Horse ____ different color: 2 wds.
27 Take heed
32 Actor Milner, for short
34 Night before
35 Last dances in Paris?
37 Small village (*prod backward*)
38 Stagger
39 Ohio college (*Hello to a male sheep*)
41 Lemuel, for short
42 "____ of the devil!"
43 Writer Anita
44 Free-for-all
45 Major or Minor constellation
46 Like meshing
47 Ticonderoga and Saratoga: Abbr.
48 Melanesian port (has bad *ale*)
49 Bret Harte title: 4 wds.

DOWN

- 1 Gambling game
2 Word with Christian or work
3 Nixon apologia, 1952: 2 wds.
4 Neth.

- 50 Tom of "Tom and Jerry"
51 Twirl
52 Globe
56 Fished for lampreys
57 Door-shutting sounds
58 Artist's stand
59 Ruby or Sandra
61 Possessed
64 Broadway offering
66 Bjorn of tennis
67 Set deeply: Var. (*bid me thus?*)
68 Gulleets (in *W's car*)
69 Movie deer
70 "To fetch ____ of water": 2 wds.
71 Garden violet
72 Namesakes of actor Cooper
73 Qualified
74 Fellow, British style
76 Gala dances
77 Up to this time: 2 wds.
79 '60s dropout: Var.
80 They say "10-4"
81 Foul smell
83 Oft-sold span: 2 wds.
85 Sprayed the garden
87 Roman 299
89 Candidly
90 Nita of early films (*I land twisted*)
91 Aladdin's servant: Var.
92 Straighten
98 Sticky stuff
100 Caviar (broken *o'er*)
101 Wilbur of Washington
102 Intimate friend
103 Sweet potatoes
104 "The Yellow ____ Texas": 2 wds.
105 Betty ____ of the comics
- 106 Letter-shaped beam: 2 wds.
107 Got along
108 Aroma
109 ____ Aviv
110 Shoshonean (*muted*, at heart)
111 Greek letters representing 3.14
113 Notorious
114 Nothings
115 Charcoal shade
116 Fall mo.
119 Ionesco and O'Neill
122 Part of "to be"
124 Parody
125 "Too ____ be true": 2 wds.
126 Fell into disuse
127 Reverberation
130 ____ Butler, Scarlett O'Hara's love
131 Puccini opera heroine (has funny *coats*)
133 Varnish ingredient (*No, sir, needs mixing*)
134 "____ Grow Up," song from *Peter Pan*: 2 wds.
135 Famous puppeteer (with odd *rags*)
136 Where Baylor is
137 "And to ____ good night": 2 wds.
138 Roller-coaster rider's shout
139 High graduate deg.
140 Name for boy (in *dire trouble*)
141 Sixth letter
142 Draft classification
145 Three tsps.
146 Relatives of ers and ehs
147 Third letter
148 International Refugee Organization: Abbr.
149 Viet ____



Answer Drawer, page 64

Hard Clues (cont.)

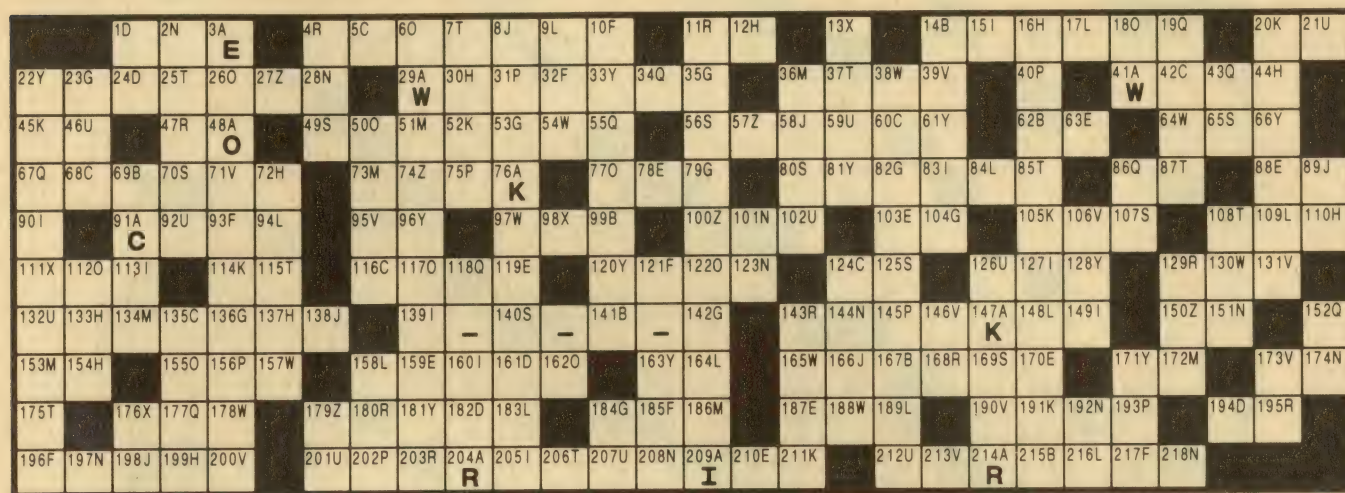
- | | | | | | |
|------------------------------------|---|---|---|---|--|
| 3 Talk of September 23, 1952 | 20 Passion | 48 Papua New Guinea town | 77 Hitherto | 106 Girder | 133 Pitching aid |
| 4 Complete: Comb. form | 21 Kin of snooker | 49 John Oakhurst and three other ne'er-do-wells | 79 Wide in the middle | 107 Made out | 134 Brat's words |
| 5 Pipe fitting | 22 Don Meredith's alma mater | 50 One o' ____ (ball game) | 80 White Knight, Rubber Duck, et al. | 108 Olfactory stimulus | 135 Tony the marionette maker |
| 6 Antique cars | 24 Son-gun connection | 51 Play the bottle | 81 Give off fumes | 109 Part of A.T. & T.: Abbr. | 136 City on the Brazos |
| 7 Marketplaces of old Greece | 27 One of a matrimonial trio | 52 Basketball, e.g. | 83 Span designed by John A. Roebling | 110 Multi-purpose truck, for short | 137 Actress Nazimova |
| 8 Painter of "La Solitude" | 32 "Best Movie" of 1955 | 56 Sniggled | 85 Watered down | 111 Printing shop jumbles | 138 Exuberant cry |
| 9 Components of psyches | 34 Joanne Woodward role | 57 Big bridge bids | 87 Year in the reign of Septimius Severus | 113 Very well known | 139 Prof, probably |
| 10 Pd. notice | 35 Dances in 4/4 time | 58 Canvas holder | 89 With forthrightness | 114 Swede's name | 140 Silent screen actor Wallace |
| 11 Initials at Menlo Park | 37 Hamlet | 59 Cyclotron part | 90 Leading lady of the '20s | 115 Overcast | |
| 12 Douglas's Laurie and namesakes | 38 Gadget for Izaak Walton | 61 Auxiliary verb | 91 Islamic spirit | 116 Between hept and non | 141 Gee precursor |
| 13 Poul Anderson specialty | 39 U.S. Grant | 64 Series of exciting events | 92 Make true | 119 McCarthy and Maleska | 142 Selective Service status |
| 14 Shamuses | 41 Moon car | 66 Wimbledon champ, 1976-78 | 98 Gunk | 122 100 square meters | 145 Four fluidrams: Abbr. |
| 15 Middle of Napoleon's palindrome | 42 Articulate | 67 Plant firmly: Var. | 100 Variety of deer | 124 Literary genre | 146 Vocal pauses |
| 16 Current styles | 43 <i>Gentlemen Prefer Blondes</i> author | 68 Bird crops | 101 Moves without order | 125 "____ be merry and wise" (John Heywood) | 147 Average grade, once |
| 17 Once ____ (like rent payments) | 44 Brouhaha | 69 Disney feature | 102 Associate | 126 Was not renewed | 148 Agcy. for displaced persons, 1947-51 |
| 18 Box numbers | 45 Bear seen only at night | 70 Nursery rhyme luggage | 103 Thanksgiving dish | 127 Communications satellite | 149 Org. for businesses |
| 19 What a planimeter measures | 46 Delicate | 71 Heartsease | 104 ____ Sharon | 130 Role for Clark | |
| | 47 Bragg and Bliss: Abbr. | 72 Golf's Player, and others | 105 Max Fleischer character | 131 Cavaradossi's lover | |
| | | 73 Dextreus | | | |
| | | 74 Chap | | | |
| | | 76 Many pitches | | | |

Double Cross

by Michael Ashley

Answer the clues for words to be entered on the numbered dashes. Then transfer the letters on the dashes to the correspondingly numbered squares in the puzzle grid to spell a quotation reading from left to right. Black squares separate words

in the quotation. Work back and forth between grid and word list to complete the puzzle. When you are done, the initial letters of the words in the word list will spell the name of the author and the source of the quotation. *Answer Drawer, page 64*



	W	I	C	K	E	R	W	O	R	K
A. Baskets of woven twigs	41	209	91	147	3	204	29	48	214	76
B. Drank	141	69	62	215	167	99	14			
C. Reluctant; averse: 2 wds.	60	42	5	116	124	135	68			
D. Shop tool	161	194	1	24	182					
E. Military order	159	187	119	63	78	88	103	210	170	
F. Train of attendants	10	32	93	121	185	196	217			
G. Hall of Fame hurler: 2 wds.	79	53	82	142	23	35	136	184	104	
H. Capable of being returned for money	137	199	12	110	72	44	30	16	154	133
I. Made even	90	139	15	127	160	205	83	113	149	
J. Searched for	138	58	166	8	89	198				
K. Floating bridge support	20	45	52	105	114	191	211			
L. Mosquito-borne disease: 2 wds.	94	9	17	84	109	158	164	148	216	183
M. Squealed on	36	51	73	134	153	172	186			
N. The home	2	28	101	192	197	144	218	208	174	123
O. Ardor; zeal	50	6	155	117	26	112	18	77	162	122
P. Lancelot's son	31	40	75	145	156	202	193			
Q. Alaskan city	118	19	67	177	86	43	152	55	34	
R. The highest Alp: 2 wds.	4	11	47	129	203	168	180	195	143	
S. "Pass on" for "die"	125	140	80	65	107	49	169	56	70	
T. Slight possibility: 2 wds.	25	87	115	108	37	7	175	206	85	
U. With allegiance	201	207	92	212	126	46	59	132	21	102
V. Of value, as an activity	173	71	200	39	106	190	213	95	146	131
W. Exactly right, as a guess: 3 wds.	97	54	64	130	157	188	178	38	165	
X. Carry on wildly	111	13	98	176						
Y. Battleship	128	33	66	22	61	96	163	81	181	120
Z. Follow surreptitiously	27	57	74	100	150	179				

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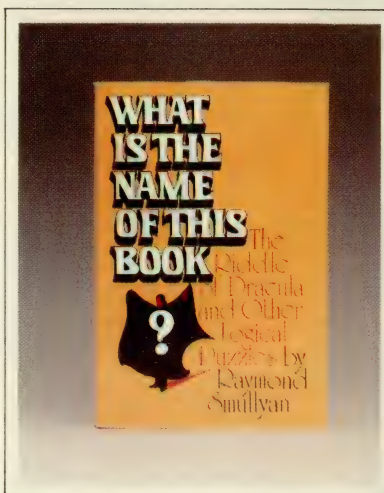
Kings and 100's.

GAMES & BOOKS

What is the Name of This Book? by Raymond Smullyan (Prentice-Hall, 1978, 241 pages, hardcover, \$8.95).

The author's introduction to logic came at the tender age of six when, on the morning of April Fools' Day, his elder brother announced that he would fool him as he had never been fooled before. All day long Raymond waited for the prank—a prank that never came. At night his brother gloated over his success; but Raymond remembers lying in bed long after the lights were turned out, wondering whether or not he had really been fooled. "On the one hand, if I wasn't fooled, then I did not get what I expected, hence I was fooled. But with equal reason it can be said that if I was fooled, then I *did* get what I expected, so then, in what sense was I fooled? So, was I fooled or wasn't I?"

Perhaps in search of revenge (albeit taken out on us, not his brother), Smullyan has concocted a series of 271 logic puzzles, paradoxes, and diversions. Some are unanswer-



able and others are simply groaners; but most are like the examples paraphrased below.

As one puzzle leads into the next, familiar characters constantly reappear and the book takes on a narrative quality. The first characters to be introduced are "knights" who always tell the truth and "knaves" who always lie. If we come across three of these people — A, B, and C — and hear them make the following statements:

A: *All of us are knaves*

B: *Exactly one of us is a knight*

— can you identify all three?

Later in the book, Shakespeare's Portia enters in search of a husband. As a test of intelligence, she places her portrait in one of three caskets: a gold casket with the inscription "The portrait is not in the silver casket"; a silver casket with the inscription "The portrait is not in this casket"; and a lead casket with the inscription "The portrait is in this casket." If at least one inscription is true and at least one is false, where is the portrait? —S.S.

Answer Drawer, page 58

Quintessence, available from Pentagames, Inc., 316 East 83rd St., New York, New York 10028; \$9.95 plus \$1.00 for postage and handling.

Quintessence is an abstract game of luck and strategy for two to five players. Its inventors seem to have started with the idea of creating a game board having pentagons for spaces (instead of the usual squares or hexagons) and then making up a game to go with the board. As a result, the rules have a certain air of artificiality about them; but they still work well, and the game itself is quite enjoyable.

Each player begins with an equal number of markers, all of which are off the board at the start of the game, and a token that is moved about the board in any direction. The number of spaces a token may be moved is determined by the roll of a single die, and the design of the board usually gives a player several choices of where to move on any roll. A player whose token lands on a purple, blue, or green "card space" takes a card of the same color. He may also leave one of his markers on the card space, which entitles him to an additional card of the same color. Turning in a complete set of cards (one of each color) permits a player to occupy one of the five central "power spaces" with a marker, thus empowering him to land on and capture opposing markers. Cards can also be used to attack a power space marker.

Whenever a player finds himself without a marker on any card space, he must land on a card space at the first opportunity and place a marker there (taken from his initial supply, which is never replenished). When a player has no markers in reserve, he is eliminated from the game as soon as his last card space marker is captured. The last player to sur-



vive, or the first to occupy all five power spaces, is the winner.

What's nice about Quintessence, besides the attractive board and colorful playing equipment, is that despite the considerable importance of luck, a player faces many strategic decisions during the game. A player can commit markers quickly in order to build up a big supply of cards; hoard cards or use them up quickly; attack opponents' power spaces or fortify his own; and either spread out his markers to make them hard to attack, or cluster them together and try to defend them with his token. The optimum strategy, it appears, is to approach the game with flexibility, adjusting plans according to what the opponents are doing and concentrating on attacking whichever player seems to be in the lead. The four-player partnership game seems to be the most lively version, and playing time for all versions is generally under one hour.

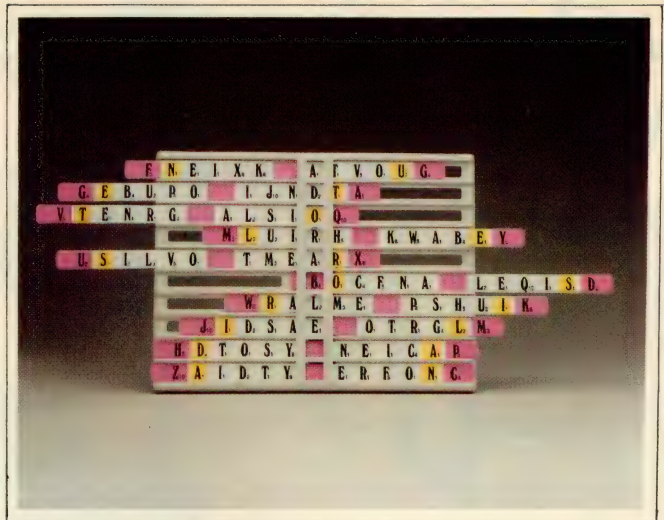
—R.W.S.

Punch Line from Parker Brothers, around \$6.50.

This is one of those beautifully simple ideas that makes you mad at yourself for not having come up with it. Two to four players are each provided with a plastic holder into which ten letter strips are inserted. Each strip can slide back and forth so that any one of twelve letters (with varying point values) or a blank shows in a window.

One player draws a card and reads off a sentence, such as: "I don't think I've ever seen a meat loaf quite that _____ before." Then the race is on to form a word (by sliding the letter strips back and forth) that fits the sentence, that scores a lot of points, and that the other players will accept without excessive bloodshed. The word must be spelled vertically in the center windows and blank spaces between the letters are allowed.

The first player to find a satisfactory word starts a timer and gloats while the others sweat out their final thirty seconds in search of a word with a higher score. —S.S.



Photographs by Stan Felleman

The Official Mastermind™ Puzzle Book by Leslie H. Ault (New American Library, 1978, 176 pages, paperback, \$1.75).

Mastermind fans, take heart—all variations of the game, from Original Mastermind 1 through Grand and Super Mastermind, are represented in this book of over three hundred solitaire Mastermind problems. There are easy puzzles, hard puzzles, and, like the two examples at right, lots in between. Each code position contains one of six colors (white, black, yellow, green, red, or blue). Repetition of colors within the code is allowed; blank spaces are not. (Remember: an "O" means a correct color in the wrong position; an "X" means a correct color in the correct position; and an "X" takes precedence over an "O.") —P.M.W.

Guess					Response
1	black	black	yellow	yellow	OX
2	green	green	yellow	black	OOX
3	yellow	black	green	white	XX
4	_____	_____	_____	_____	XXXX
1	blue	black	red	green	O
2	green	black	blue	white	XX
3	blue	green	white	green	OO
4	yellow	white	blue	black	OXX
5	yellow	blue	white	green	OXX
6	_____	_____	_____	_____	XXXX

Answer Drawer, page 58

Picture Quote Puzzle, available from the constructor: Michael G. Elias, 2205 Briarcrest Drive, Florissant, Missouri 63033; \$1.50.

This 8,000-letter find-a-word puzzle contains 656 names of cities, states, countries, continents, and languages to be found and circled. There is also a concealed string of Xs, which, when discovered and connected, forms the map outline of a familiar country. But that's not all you get for your buck and a half—once you've circled the 656 words, the remaining (uncircled) letters spell out quotations, one inside and one outside the outline. Caution: once you get started, it's tough to stop.

—P.M.W.

Fabric Games by Lynne Mayne (Houghton Mifflin, 1978, 128 pages, hardcover, \$12.95).

Making games out of fabric is a good idea that combines the skills of needlework and stitchery with the arts of collage and game board design.

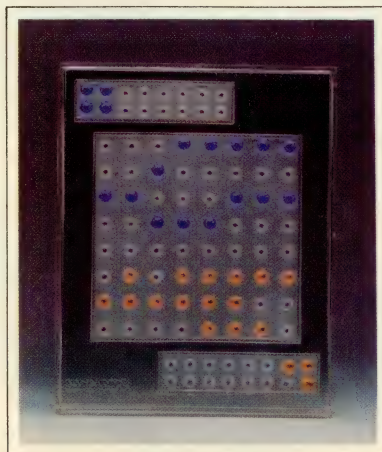
Fabric Games describes fifteen games that you can make, ranging from a deluxe version of backgammon to decorative children's games of beanbag toss and dominoes.

The color illustrations of the finished products lead you to think it might take years to create anything as playfully artful; but the instructions for making the games are thorough, easy to read, and filled with the kind of practical advice that reflects years of careful experimentation. —B.D.K.

Kangaroo from The Flags, Inc., around \$10.

When I first saw Kangaroo I said, "Oh no—another variation on checkers." But after playing it I was impressed by the complex situations that developed from such simple rules.

Each player has sixteen playing pieces on the back two rows of an 8x8 grid. The only moves allowed are a jump or a series of jumps. You may jump over your own pieces as well as your opponent's, and remove any opponent's pieces you have jumped. The object is to have more pieces remaining at the end of the game than



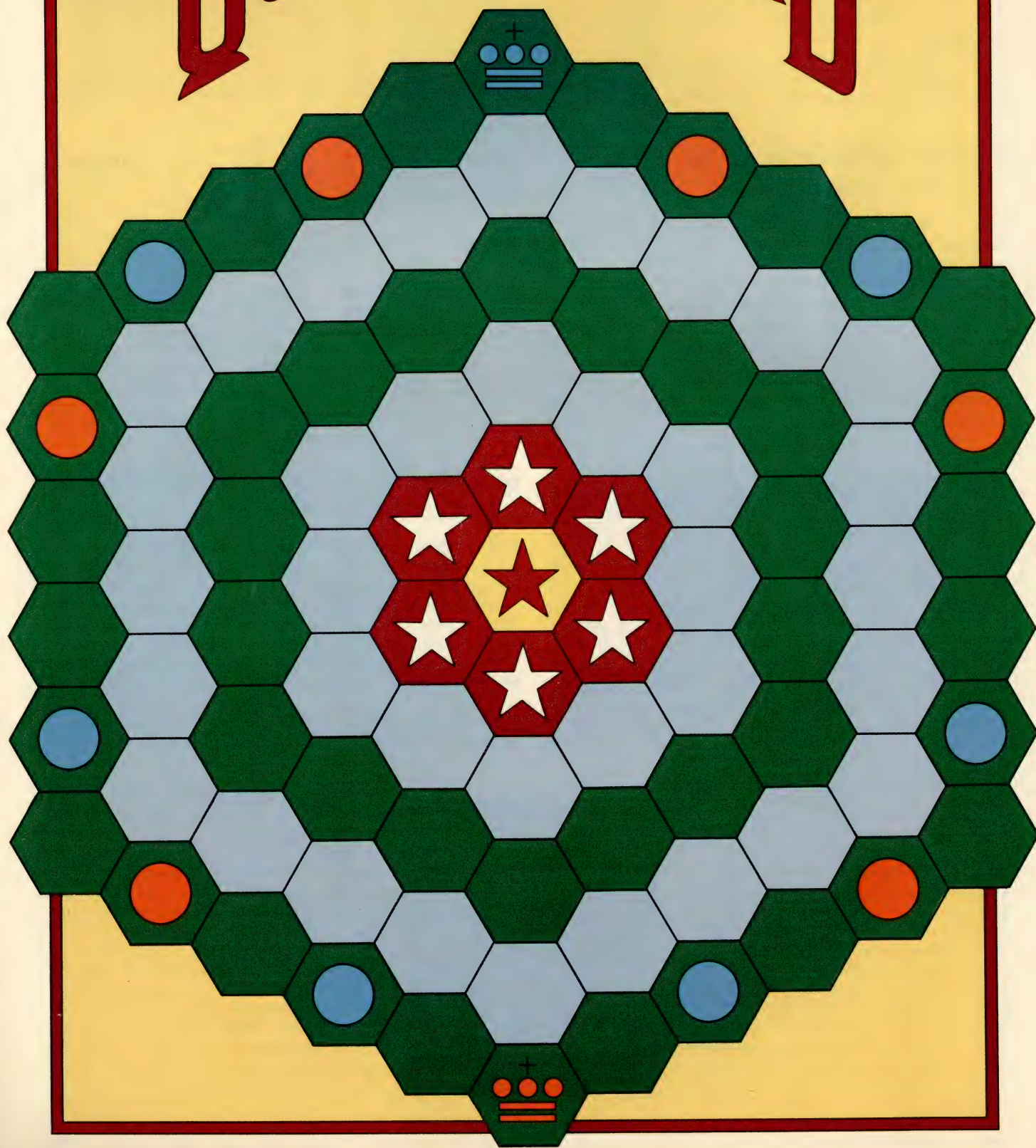
your opponent (though points are scored according to the final position of the pieces on the board).

Two of us who playtested Kangaroo were reminded of Camelot, a favorite game of our youth, which used a similar mechanism of allowing a piece to execute a series of leaps over friendly pieces and continue its move with a series of leaps and captures of enemy pieces. Camelot was invented in 1882 by George Parker (founder of Parker Brothers), but has by now, sadly, gone out of print. While Kangaroo is not a perfect replacement, it does provide much the same flavor and enjoyment as the older game.

—Robert Abbott



QUEEN'S GUARD



**Queen's Guard is a two-player game
from Victorian England.**

The rules are simple, the strategic possibilities absorbing.

EQUIPMENT

The game board at left, and two contrasting sets of seven pieces each, with one piece of each set (the "Queen") being distinguishable from the other six (the "Guards"). Thus, selected coins, or a queen and six pawns of each color from a small chess set, could be used as pieces.

OBJECT

To be the first player to position all his pieces on the seven central hexagons (marked with stars), with his Queen occupying the center.

STARTING POSITION

The playing pieces begin on the spaces indicated in the outer ring of hexagons: Queens on the hexagons marked with crowns, Guards on the hexagons marked with circles.

PLAY

Players take turns moving any one of their pieces into an adjacent, vacant hexagon, either sideways (that is, to another hexagon in the same ring) or toward the center. A piece may not move away from the center except when it is "trapped" (see "Trapped Pieces," below). No piece except a Queen may ever move to the center hexagon.

TRAPPED PIECES

Whenever a piece is trapped directly between two opposing pieces (●●●), so that all three pieces occupy successive hexagons that all lie in a straight line, the owner of the trapped piece must use his next turn to move that piece to any vacant hexagon in the outermost ring (owner's choice); if, however, the trapped piece is a Queen, the owner must use his next turn to move it to any vacant hexagon *on the board* that his *opponent* chooses. If two or more pieces belonging to the same player are trapped at the same time, that player must use successive turns to move each of them in the manner described above; and a trapped Queen must be moved before a trapped Guard.

Note: There is no rule prohibiting a player from moving one of his own pieces into a trapped position. Ordinarily, a player will only choose to make such a move if it traps one of the adjacent opposing pieces, forcing that opposing piece to move (and thereby releasing the trap that was moved into). Also, there is no rule against forcing a trapped Queen to move to another trapped position.

FORFEIT

A player loses the game if his six Guards occupy the center ring while the center space is vacant.

—R.W.S.

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Mirror Image

by Diane Dawson

In the Fabulous Kingdom, anything can happen—and usually does. When we held a looking glass up to this page, we noticed a few incongruities between it and its “reflection” on the facing page. Can you spot thirty *substantial* differences here, with or without the help of a mirror?

(Since both illustrations were hand-drawn there are bound to be hairline differences—these should be ignored.)

Answer Drawer, page 64



Mirror Image

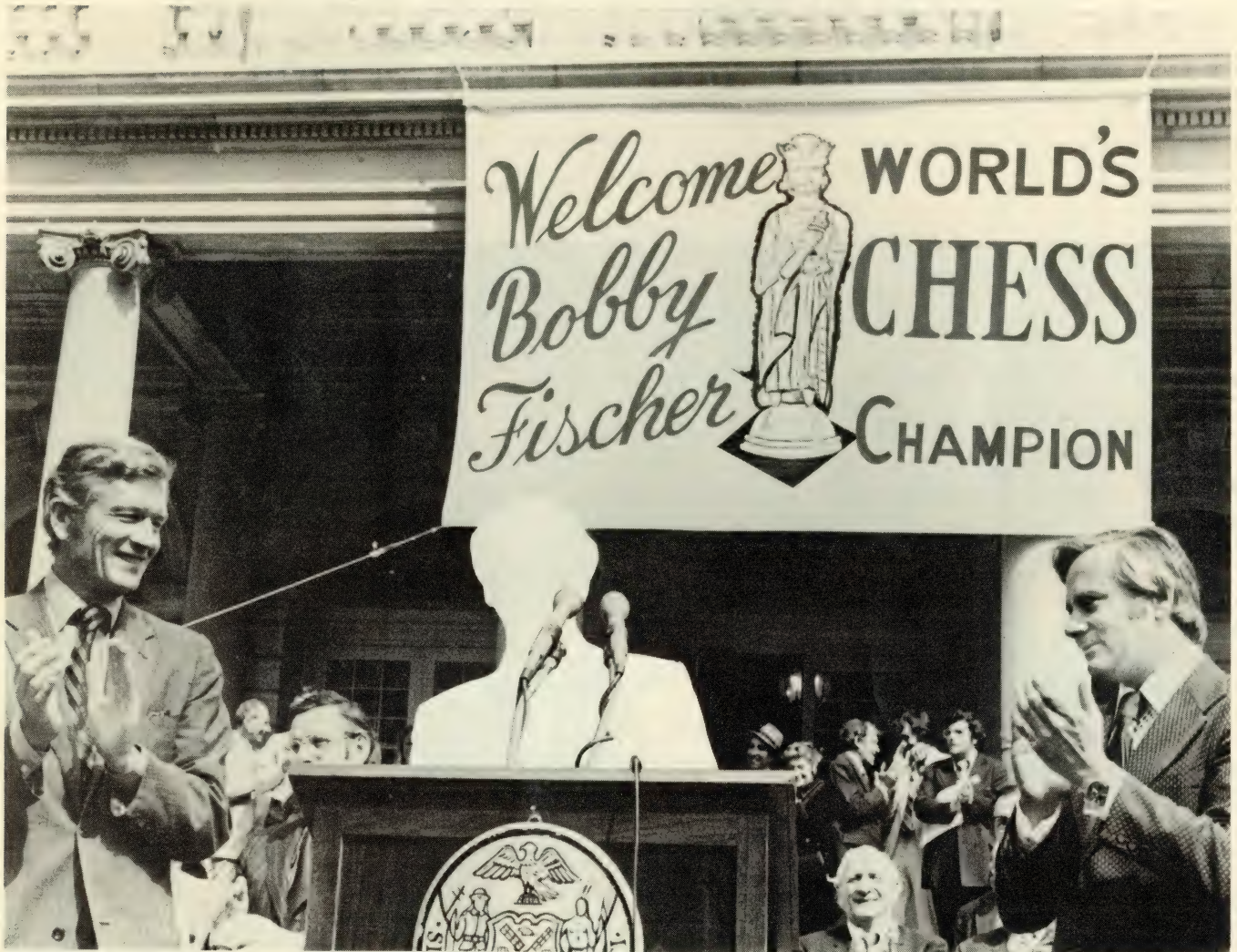
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Looking for Mr. Fischer

Our Peripatetic Reporter Pursues an Old Friend



On his triumphal return from Reykjavik in 1972, former World Chess Champion Bobby Fischer (center) is applauded by former New York Mayor John Lindsay (left) and former tennis partner Dick Schaap (right).

by Dick Schaap

Take the avarice of Monopoly, the complexity of chess, the loneliness of solitaire, the frustrations of a maze, and the absurdity of an eyeball bender, mix well and you'll have a hint of the new game I have invented. The game is called "In Search of Bobby Fischer."

Bobby Fischer, you may recall, is the former world champion of chess who graciously offered to defend his title against all comers who would guarantee him mineral rights to the Western world. Bobby and I are old friends. I knew him before he became invisible. (This is a family tradition: My father took a law course in the early 1930s from Judge Crater, who vanished; my father

got an incomplete in the course.)

Our friendship—mine and Bobby's, that is—began when he was a young genius, and

**Our
friendship
began when
he was a young genius,
and I was young.**

I was young. He was in his teens, and I was in my twenties. He was the chess champion of the United States, and I had learned how to type. We played tennis occasionally, and

we went to Madison Square Garden to watch hockey games. Our relationship was based, I think, on the fact that I was capable of crossing the street by myself. It was the only edge I had on him.

As Bobby matured, and I grew older, or vice-versa, we did not see each other too often. But when he won the right to challenge Russia's Boris Spassky for the world championship in 1971, we renewed our friendship. I invited him to a party at which he met, among other people, an actor named Peter Falk. "I saw you once in a movie," said Fischer, recognizing Falk.

Falk grunted an acknowledgment.

"It was called *Murder Inc.*," Fischer said,

mentioning a film Falk had made fifteen years before Colombo. "You played Abe Reles. You were terrific. What are you doing now?"

"He is beautiful," Falk said. "I've never met anyone like him. An absolutely straight line. Just one thing on his mind!"

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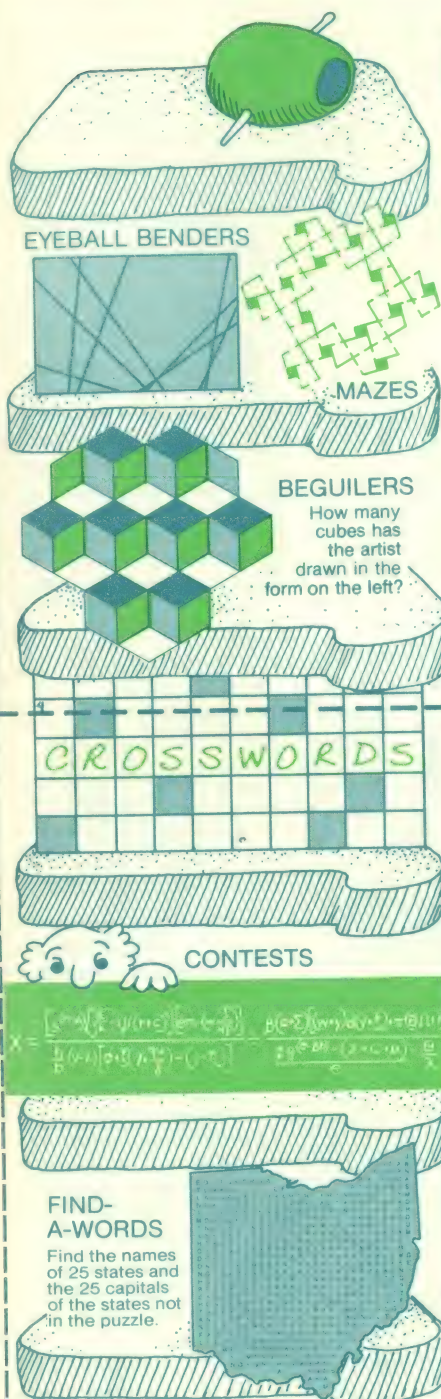
would pass my request along to Bobby. Weeks passed. I got in touch with Human Potential again. She said I could expect an answer shortly.

A few weeks later, I got my answer. "Mr. Fischer will be happy to see you," she said, "if you will just meet a few conditions." The first condition was that I pay Bobby fifty thousand dollars for the previous story I had written about him, a story which was approximately ninety-eight percent complimentary and a story for which I was paid the smallest fraction of fifty thousand dollars. The second condition was that I pay Bobby another fifty thousand dollars because someone somewhere had reprinted something I had written about him with a few introductory remarks he considered uncomplimentary. He had no objection, Human Potential said, to any of my words, but he wanted fifty thousand dollars for someone else's damage to his ego.

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I will continue to play this game, to pursue the former world chess champion, because I genuinely like Bobby Fischer. He possesses two classic virtues: He is never dull, and he does not have a sane bone in his body. I'll let you know when I find him. Don't hold your breath.

Dick Schaap is a sportscaster for NBC News, a former city editor of the New York Herald Tribune, and author of twenty books, including most recently, .44, in collaboration with Jimmy Breslin.



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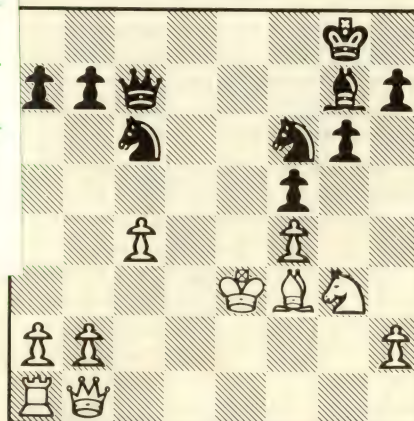
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HARD: Leipzig (Olympiad) 1970

Black: Fischer



White: Letelier

C. Black breaks through spectacularly.
Hint: Look for a colossal pseudo-sacrifice.



White: Fischer

A. White crashes through Black's defenses.
Hint: White has a surprising capture.



White: Reshevsky

B. Black to mate or win heavy material.
Hint: Exploit the weakness of the back rank.

Looking for Mr. Fischer

Our Peripatetic

Report



On his triumphal return from Reykjavik in 1972, John Lindsay (left) and former tennis partner Bobby Fischer.

Take the avarice of Monopoly, the complexity of chess, the loneliness of solitaire, the frustrations of a maze, and the absurdity of an eyeball bender, mix them up and you'll have a hint of the new game I have invented. The game is called "In Search of Bobby Fischer."

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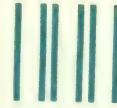
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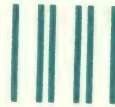
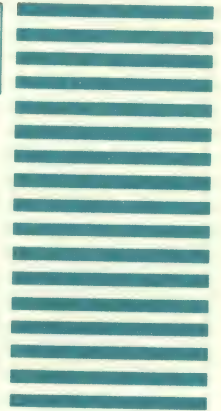
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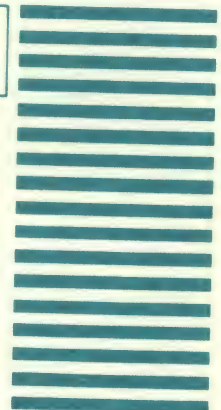
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"He is beautiful," Falk said. "I've never met anyone like him. An absolutely straight line. Just one thing on his mind!"

A short time later, Bobby went off to Iceland to play Spassky for the championship. I got there in time to watch the final game, and to conduct the first interview with the new world champion. I saw quite a bit of Bobby over the next few months; I was even master of ceremonies at a ceremony outside New York's City Hall, at which Mayor John Lindsay honored Fischer. (I knew Lindsay before he became invisible too.)

Then Bobby drifted off to California, to immerse himself in far-out religion and to frustrate all efforts to get him to defend his championship. I spoke to him only once in the past four years. I got a message to him that I was staying at Wilt Chamberlain's house and I wanted to talk to him. Bobby called, and I invited him to have dinner with Wilt and me. Bobby declined. "I'm not seeing people," he explained.

Bobby was soon stripped of his title, and, it seemed, of his flesh and blood. No one saw him. Very few people spoke to him. And then, a few months ago, reports circulated that Bobby was in Yugoslavia, that he was negotiating a return to competitive chess, that he was ready to play in public once more for a mere million dollars, or something appropriately close.

I decided to try to get in touch with Bobby, to wish him well and, not exactly incidentally, write a story about him. I have in the

Someone answered and said "Human Potential?" I figured I had the right place.

past, when necessary, managed to get in touch with Brigitte Bardot, President Ford, Teddy Kennedy, Richard Nixon, George C. Scott, Reggie Jackson, and even a convicted murderer or two. They were easy. Bobby was impossible.

Jack Collins, Bobby's old chess teacher, said he spoke to Bobby once in a while, but did not know how to reach him. Bill Lombardy, Bobby's old chess rival and his second against Spassky, confessed that he, too, spoke to Bobby once in a while and he, too, did not know how to reach him. Both asked me to swear never to reveal that they had uttered his name out loud.

Finally, Shelby Lyman, the chess columnist for GAMES, gave me the name and California telephone number of a woman who, Shelby said, screens calls to Bobby. I phoned the woman. Someone answered and said, "Human Potential?" I figured I had the right place. I spoke to the woman and she said she

would pass my request along to Bobby. Weeks passed. I got in touch with Human Potential again. She said I could expect an answer shortly.

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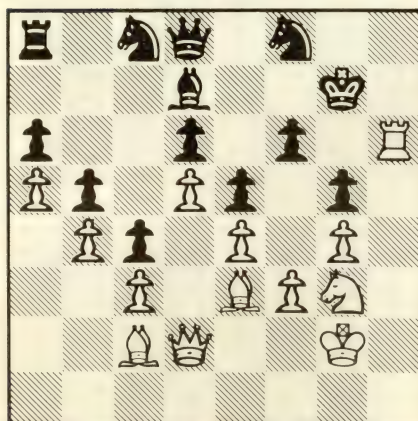
PROBLEMS: Match wits with Bobby Fischer

Back in 1970, on his road to the World Championship, Bobby Fischer was a highly visible and irresistible force on the tournament scene. The following problems are taken from some of his smashing victories during that year. —Shelby Lyman

Answer Drawer, page 58

EASY: Rovinj-Zagreb 1970

Black: Gligoric

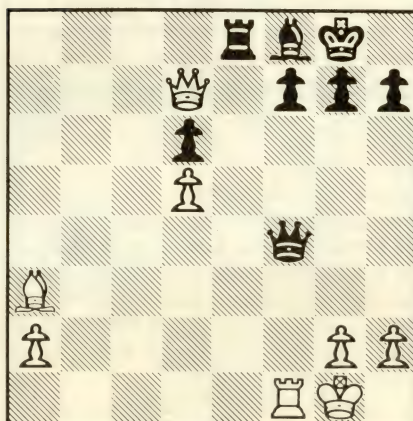


White: Fischer

A. White crashes through Black's defenses. Hint: White has a surprising capture.

MEDIUM: Palma de Mallorca 1970

Black: Fischer

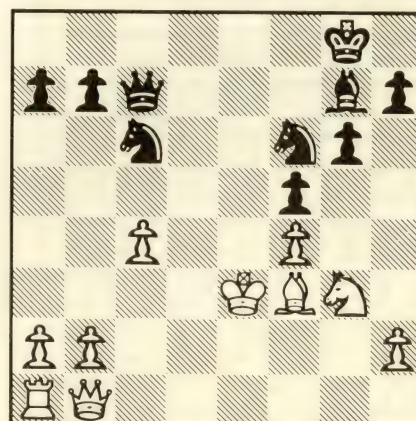


White: Reshevsky

B. Black to mate or win heavy material. Hint: Exploit the weakness of the back rank.

HARD: Leipzig (Olympiad) 1970

Black: Fischer



White: Letelier

C. Black breaks through spectacularly. Hint: Look for a colossal pseudo-sacrifice.

It's the Name of the Game



Winning a triple game, or *backgammon*, is a very rare occurrence. When it does happen, it is usually the result of one player's extremely bad luck rather

than the other player's exceptional strategy. For this reason, there are no triple games in many European tournaments: If a player bears off all his men when one or more of the opponent's pieces are in the player's inner board or on the bar, the game is scored only as a double game, or *gammon*. This is a poor amendment to standard American rules, because it encourages a player who is far behind to take wild chances since "he can be gammoned only once"; that is, he can lose no more than a double game regardless of how much further behind he winds up at the end. And if backgammons can be summarily erased, why not make allowances for other misfortunes, such as failing to hit a blot when the opponent offers a triple shot?

No! Triple games are a thrilling part of backgammon, and the game would suffer if this feature were ever eliminated. Nor are backgammons always attributable solely to bad luck. In Diagram 1, White was far behind in a match with the doubling cube on 2, and so he decided to play boldly in an attempt to win a triple game (worth six points). His roll was double 2, and the safe play would have been to move U — Y' WY2. (A dash indicates that one man is moved more than one of the dice, and an apostrophe indicates that a man is hit.) This would have put Red on the bar and left a blot on the 3-point. However, White picked the slightly riskier alternative of moving U — Y' XZ2: He left a blot on his 1-point, but could bear off two important men, leaving himself with only four more men to take off. Now a throw of double 3 or better would bring home the backgammon! Red obligingly threw 4-2, missing the blot; White followed with a 6-5 roll, taking two men off; Red then rolled 4-1. Since Red could not get his last man out, White got his triple game after all.

A much more daring play was made in the position shown in Diagram 2. The score in a 15-point match was 12 to 3 in favor of Red, the stronger player, and the cube was on Red's side, turned to 4. White's roll was double 3, and he brazenly played WZ4! He correctly calculated that by taking off four men instead of only two (by playing UX2 WZ2), he would have a greater chance for a backgammon and a rare 12 points to win the

match right away. Red missed hitting the shot on the 3-point, as well as a subsequent shot, and White's intrepid play was rewarded with a 15 to 12 victory. White's play was an unusual one dictated not only by the score of the match but also by the fact that as the weaker player, it was good tactics for him to go all out and gamble the result of the match in one game.

On the other side of the coin, a player who is on defense is often faced with delicate decisions himself. In Diagram 3, if Red throws 5-4, should he vacate the 1-point to avoid being backgammoned, or should he stay there, hoping for a hit, and close his inner board? In general, the answer is that he should flee. White will leave a shot only if he throws a single 1 (ten chances in thirty-six) and Red then hits (eleven chances). The probability that this combination of events will occur is less than one in ten and is only partially offset by the chance that White may grant a shot and that Red may miss and yet be able to run out with a roll of 6 or higher.

When White has three men left to bear off from the 2-point and Red has one man on the 1-point, the proposition is entirely different. In Diagram 4, Red should dig in for a last-ditch stand, for White will leave a shot with any throw other than doubles — thirty rolls out of thirty-six — and ten of these rolls will leave a double shot. The situation in Diagram 4 actually arose during the semifinals of the 1975 World Championship in Las Vegas. Billy Eisenberg, playing Red, was granted a double shot when his opponent threw 4-1, leaving the position shown in Diagram 5. Eisenberg rose to the occasion admirably, firing off a roll of double 1 to hit both blots, and the huge gallery let out a cheer. He not only saved backgammon and gammon, but went on to win the game, then the match — and the next day, the World Championship.

Now it's your turn. (a) In Diagram 1, how should White play double 1? (b) In the same position, how should Red handle a roll of double 4? (c) How should Red play a 4-1 roll in Diagram 3? (d) In a money game in Diagram 4, White at his turn redoubles to 4. Is this sound strategy? Should Red accept?

Answer Drawer, page 59

Prince Joli Kansil, top-ranking backgammon player in Hawaii, is the inventor of Bridgette and several other games. He is the author of *The Backgammon Quiz Book* published by Playboy Press.

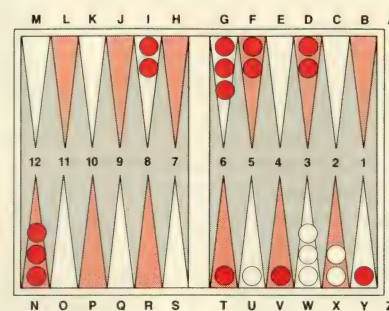


Diagram 1

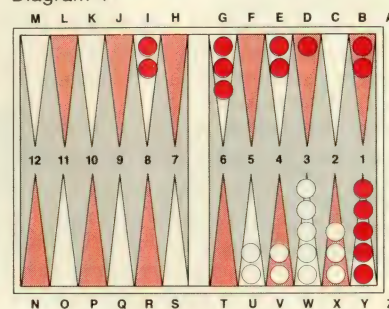


Diagram 2

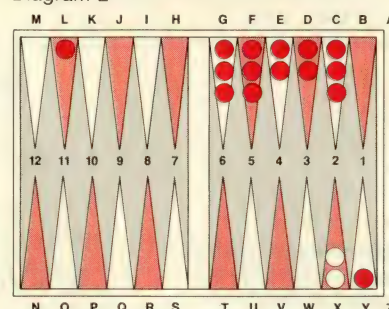


Diagram 3

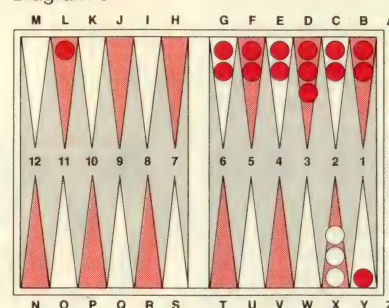


Diagram 4

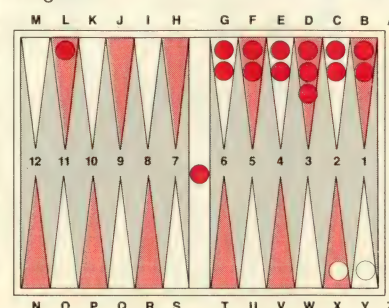


Diagram 5

WORD ROW



Lucky Sevens

by Dmitri A. Borgmann

Have you ever wondered about 7-letter words? Really wondered about them, I mean?

Like other words, they consist of vowels and consonants. But I have found it an entertaining exercise to try to locate words consisting exclusively of consonants, omitting entirely the vowels A, E, I, O, U, and Y. This project is singularly difficult in English, and only two 7-letter examples have turned up so far: the surname of Joe BTFSPK, the world's worst jinx, a recurring character in Al Capp's comic strip *Li'l Abner*; and LLWCHWR, a river and urban district in Wales. The all-consonant problem is a much easier one in Welsh, which includes words such as FFRWGWD ("squabble"), MWRTHWL ("hammer"), and STWFFWL ("post").

At the opposite extreme, there is at least one 7-letter word consisting entirely of vowels: OIOUEAE, one of the Gregorian formulas for the close of the lesser doxology in church music, formed of the vowels in "World without end, Amen."

The problem I wish to propose here is a much simpler one, yet difficult enough: to find a total of twenty-eight "near misses," consisting of 7-letter words each having only one or two vowels. Specifically, can you find (a) seven 1-vowel words in which the solitary vowel occupies each of the seven possible letter positions in the word; and (b) twenty-one 2-vowel words in which the vowels occupy each of the twenty-one possible combinations of two positions, from 1-2 to 6-7. (For example, the word STRANGE is a solution to the problem of finding a 2-vowel word having vowels in positions 4 and 7.) Because the letter Y is sometimes a vowel and sometimes a consonant in English, exclude it entirely from your word list, whatever its function may be. Pick common words in preference to rare ones, substantives in preference to names.

Believe it or not, it's possible to come up with a complete set of twenty-eight 7-letter words, most of them commonplace but a few quite rare. Score yourself as follows: 10, good; 15, very good; 20, excellent; 24 or more, you're a topnotch expert!

Answer Drawer, page 59

Dmitri A. Borgmann is the author of three books on wordplay. His articles appear in Word Ways, The Journal of Recreational Linguistics.

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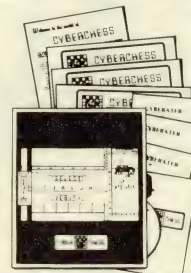
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How to Win This Year's Othello Tournament

First, the good news. Last year's United States Othello Championship (the second annual) was a relatively small and informal affair, with only about a thousand contestants participating nationwide. The level of play varied greatly, and it was clear that in certain sections of the country the game was still a new phenomenon, understood only rudimentarily. So if you want to get in on the ground floor, it isn't all that crowded — or not yet, anyway. And now the bad news: in Japan, where the current Othello fad originated, tournaments stopped being small and informal years ago. Over there, everyone and his Uncle Takeshi play the game, and they play it extraordinarily well. To defeat their champion in international play would be a stunning coup indeed.

But before you take the Japanese by surprise, you'll have to work your way up the competitive ladder, winning first your local tournament, then your regional tournament, and finally the U.S. Nationals. Local contests are currently scheduled for September, and will begin with a series of single-game elimination matches (one loss and you're out). If past years are any guide, the contestants will fall into three categories. First, there

will be those poor unfortunates who are laboring under the delusion that the game is mostly luck. About this group, suffice it to say that they have wandered into the tournament by mistake, and will shortly wander out again wondering what hit them.

The second group of contestants will last a bit longer, having made several important discoveries about the game. For

**To become a ringer,
you'll either
have to teach yourself...
or learn Japanese.**

example, they will recognize the value of a corner, and will have at least some idea about when to avoid the potentially dangerous squares directly adjacent to the corner (particularly on the diagonal). They'll have discovered the special powers of the central diagonals in end-game play, and they'll possess at least an elementary knowledge of two fundamental mid-game concepts: *last moves* (moves that capture the last "safe" square potentially available to both you and your op-

ponent within a specific area of the board, thereby forcing your opponent to initiate play elsewhere) and *free moves* (moves available only to yourself which can be deferred until later in the game and which, when taken, do not create a safe response for your opponent).

If you're a novice, all this may sound like a fearsome tactical arsenal, but experienced players know that such knowledge is only rudimentary. Which brings us to the third category of contestants: ringers. There may not be many around, but they'll be easily recognized by the notebooks in which they carefully record every game in sight. They'll know all about last moves and free moves, and a lot more besides: edge-formation tactics, evaporation strategies, end-game disc maximization techniques, complexities of tempo, corner sacrifices, wedges, walls, wipe outs, openings, and so on far into many, many nights.

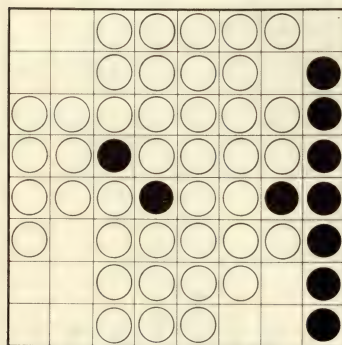
Who are these people? Carol Jacobs, for one — current U.S. champion and a math instructor at Embry Riddle Aeronautical University in Daytona Beach, Florida. Carol has won the national title two years in a row, and has to be favored to win again this year. Keith Stetler, from Fort Wayne, Indiana, is another.

PROBLEMS: Match wits with the ringers.

Answer Drawer, page 58

EASY: Black to play and take the upper left-hand corner in three moves.

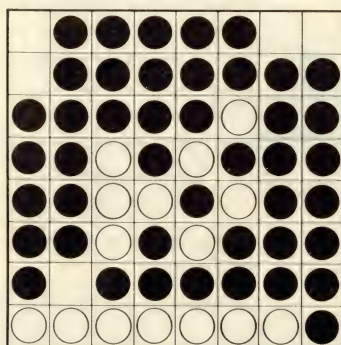
White: Pier Morolli (Italy)



Black: Thomas Heiberg (Norway)

MEDIUM: White to play and win.

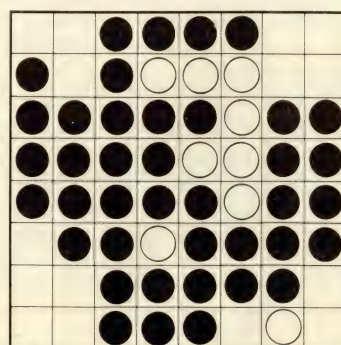
White: Mark Weinberg (Northeastern U.S.A.)



Black: Keith Stetler (Midwestern U.S.A.)

HARD: White to play and take the upper left-hand corner in four moves.

White: Leve Arsenault (Canada)



Black: Kim Nyberg (Finland)

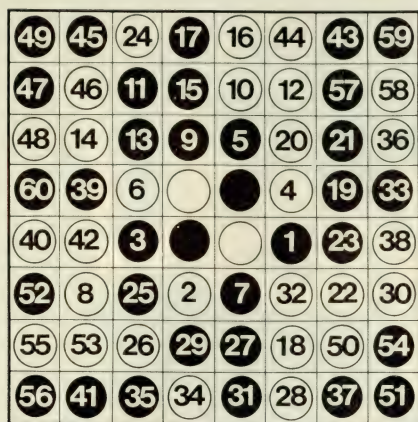


DIAGRAM 1

Black: Hidenori Maruoka (Japan). **White:** Thomas Heiberg (Norway). Black moves first.

Runner-up at last year's U.S. tournament, Keith proved to be a remarkable specialist in defense. Time and again he discovered viable lines of play in what appeared to be dangerous or even hopeless positions, and in the final two-game round managed to tie Carol twice in a row, thereby precipitating a second two-game playoff. Incredibly, the first of these games resulted in still another tie; Carol finally won the match by four discs. Other top players include national finalists Mark Weinberg of Washington, D.C. and Gary Balhorn of San Antonio, and regional finalists Dan Ehrenfried, Elliott Jacobs (Carol's husband), Christine Leal, Roger Richards, Mitch Souliard, Mark Sprague, Richard Talley, and David Toth.

But formidable as these ringers may appear, beating them is only an intermediate goal. If you want to win the *international* tournament, you'll have to contend with the Japanese, and here the going really gets tough. Hidenori Maruoka, the current Japanese (and world) champion, is an Othello player of truly awesome ability. At last year's international championship his *smallest* margin of victory was thirty discs, and he won his final game against the second-place finisher 63-0.

In principle, Maruoka's technique seems to represent a refinement of the playing style developed by Hiroshi Inoue, the 1977 world champion (GAMES, March/April 1978). Like Inoue, Maruoka is adept at seizing early control of the game—his opponents always seem to be in danger of running out of safe moves. His strategy in the game (pictured in Diagram 1) against Thomas Heiberg of Norway is typical of his take-charge technique. Throughout the opening Heiberg (White) clearly makes an effort not to turn over too many discs, but by move 36 (Diagram 2, White to move) he faces serious problems. The wall of his own white discs renders the entire left edge of the board inaccessible, and the configuration on the top edge promises to give Black control of matters in that area as well (see moves 43-45). As a result, Hei-

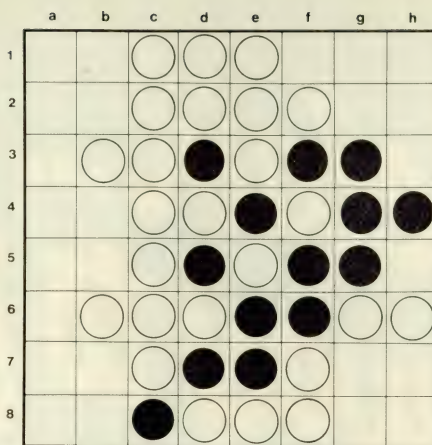


DIAGRAM 2

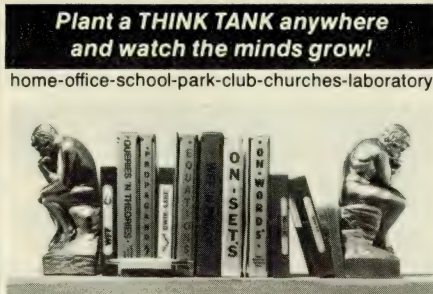
By move 36 (White to play), Black is clearly in control. None of White's options look at all promising.

berg now faces a very difficult choice. Either he can use up his last few moves on the right-hand edge (thereby giving Maruoka free rein on the bottom edge) or he can move to square b8 and assume a five-disc unbalanced edge position (which when coupled with his overall disc majority has ominous end-game implications). Still a third possibility is a corner sacrifice: Heiberg goes to g7 and threatens to go to g8 if and when Maruoka takes the corner. But even if Maruoka accepts the corner, the ensuing white wedge threatens to self-destruct later in the game if Heiberg is forced into b8. Thus none of White's options look at all promising. The corner sacrifice is probably the most adventurous, but Heiberg opts for the more orthodox plays on the right-hand edge (see moves 36 and 38). The resulting position is completely hopeless. All of Heiberg's remaining moves are forced or semi-forced—at times he has no moves whatsoever and must pass—and by the end of the game he is reduced to four discs.

Maruoka's other victories during the tournament were no less impressive, and dethroning him will clearly require a tremendous amount of painstaking preparation. Moreover, U.S. players will have to teach themselves—the only English-language book on Othello strategy, Goro Hasegawa's *How To Win at Othello*, is just too simplistic to be useful in today's tournament play. (Hiroshi Inoue's book, available in Japan, is reputedly more sophisticated, but readers unable to decipher Japanese ideograms will find the text heavy going, to say the least.)

So if you intend to win this year's international competition, you'll pretty much have to muddle through on your own. But take heart—even the best U.S. players are relatively new to the game, and Maruoka himself has only been playing for a couple of years. □

Jonathan Cerf and George Sullivan were normal people before they got this assignment and entered the 1978 Othello competition. George suffered what he described as an "honorable loss" in the central Pennsylvania finals; Jonathan was felled at the Northeast regional playoffs.



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The Party's Over

Experimental Cow Returns With Tall Tail



Last fall, you may recall, we invited readers to help celebrate our first birthday via a "Remote Control Party" — a bash that wound up lasting three months and involving over a thousand contributors. Our party began with a simple sentence — the first line of a story, to which we invited you to add your own line and then pass it along to a willing playmate, and so on and so on and so forth.

Our story went: "The cow, having successfully cleared the moon on her first jump, was now plummeting back toward earth." Some of you milked poor Nellie dry with cow-puns, and some of your stories took a decisive turn toward the unprintable, but the three stories that follow struck our fancies and our funny bones, so we'd like to share them with you.

☆☆☆

Grade A for originality goes to Kathy Hammer and her friends for this kaleidoscopic episode:

"... Luckily, she landed on Kate Smith, who was looking for the moon to come over the mountain... Unfortunately, Ms. Smith was wearing a hockey uniform at the time, and the cow was dashed on her helmet... Luck struck again: Dr. Rudy Wells was present to oversee the reconstruction of a bionic cow... Subsequently, the cow was sent on a mission to rescue Pat Boone and Mark Spitz, who were kidnapped by the La Leche League... Fortunately, she found them before they renounced cow's milk... To cover their tracks as they escaped, she flooded the area with milk from her bionic udder... Seeing this, a practical joker bee gathered his friends and deposited four tons of honey in the milk and placed an anonymous call to Israel... A delegation was dispatched to check out this land of milk and honey, but the envoys were udderly disappointed when they discovered that this New Jordan was in fact New Jersey... Happily, Messrs. Boone and Spitz were saved, and returned with the cow, who now

holds a permanent position as Pour-It Laureate."

— Submitted by: Kathy Hammer, Carmel, IN; Terry Cox, St. Paul, MN; Chris Cox, Los Angeles, CA; Anita Cox, Denver, CO; Molly Cox, St. Paul, MN; Jon Hammer, Carmel, IN; Kathy Bolander, Indianapolis, IN; Steve French, Germantown, WI; Ann Heckel, Brookfield, WI.

☆☆☆

At Certified Automotive, Inc., Chicago, the crème de la crème of the office staff submitted this lively effort:

"... Moaning with pain from her udders banging some meteors on the way back, she mooed for days... The bull, hearing her moos, thought it was a mating call and came crashing through fences and fields to fulfill her needs... After an afternoon of pure delight, Nellie returned to her pasture... Upon lying down for a well-deserved rest, she arose like a rocket, to an oil well that erupted beneath her... The farmer, arriving to milk Nellie, was astonished to find he had a cow that gave oil and immediately called EXXON to stake his claim... Jerry at EXXON, taking the call from Farmer Jones, retorted, 'That's a lot of bull! ... Deciding that he didn't need EXXON anyway, the farmer opened his own service station. He placed a tag on each of Nellie's udders marked 'Regular — Unleaded — Premium' and waited for his first customer to arrive... About twenty minutes later, who should pass by but the farmer's wife, amazed at the sight before her eyes: the world's first space-traveling, hay-eating gas pump! ... Things are now returning to normal on the Jones farm: Nellie's trips to the moon can be made with ease as she has a built-in, fuel-injected engine, and she devotes her time on earth between her bullfriend and doing her part as a great American by supplying our country with Grade A homogenized fuel."

— Submitted by: Tom Baudo, CRT Dept.; Vicky Hennis, Order Dept.; Pat Vrtis, Keypunch; Kathleen Ognanovac, Office; Jerry Turn, Customer; Joyce Rodriguez, Accounts Payable; Ken Kelly, Computer Programmer; Rosalee Lopez, Switchboard Operator; and Pat Bukovy, Exec. Secy.

☆☆☆

Mother Goose may have been "cowed" by this entry, but we appreciated its panoramic view of nurseryland:

"... In hot pursuit, the cat jumped on its fiddle and fired its retro rockets... Space cadets dish and spoon were assigned to intercept before both cow and cat burned up upon re-entry... In a distant valley, the Jolly Green Giant, spying the burning twosome, lifted his mighty green hose to douse 'em... Trying to balance on the edge of his wall, a teetering Humpty Dumpty toppled again with the impact of the drenched pair... Mesmerized at the sight of Humpty in smithereens, all the king's horses and all the king's men stood in udder disgust... Nimble Jack quickly raised his candlestick aloft, hoping to shed light on the astronomical puzzlement... Mary, always contrary, ran amok through the holocaust, throwing cockles and shells to the wind... 'Give a hoot!' cried the owl, concerned by the possible pollution from the falling debris, and immediately alerted the most competent local official, Smokey the Bear... The government, after a lengthy investigation, placed all parties on the endangered species list, and ruled that anyone answering to the name of 'Mother Goose' would be held for questioning."

— Submitted by: S. Phillips; M. Phillips; K. Armour; C.A. Chaney; S. Nunes; Dixie Dees; Marie Fixstad; C.A.P.; D. Selover. All of Las Vegas, NV.

☆☆☆

All of these participants will receive the soon-to-be-released book, *Crosswords #118*, edited by Margaret Farrar, from Simon and Schuster. But before we put our cow to pasture, we'll leave you with our favorite fragment, from Fred Robiczek of Brooklyn, New York, which we feel sums it all up in a nutshell:

"... Back on earth, she found the market was no longer bullish, no one was steering the ship of states, females were refusing to cowtow to all bullies, so she decided that she could well be a contented cow right here on earth and do her thing her own way, which is, of course, the Milky Way."

— L.F.

Carol Grobe

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Contest Results

Four-Letter Words

The rules (January/February, page 20) were simple: Enter sixteen different letters in a 4x4 grid to form as many three- and four-letter words as possible; words could run either forwards or backwards and had to appear in the grid horizontally, vertically, or diagonally, with no spaces intervening; three-letter words were worth 3 points each, four-letter words 4 points each. The task, however, proved complex enough to forestall a tie.

With a very impressive score of 128 (eleven four-letter words and twenty-eight three-letter words), Kyle Corbin of Raleigh, NC, has won first prize of dinner for four at his favorite local restaurant. His entry appears below. Note that KPS is listed in *Webster's Third* not only as an abbreviation but as a noun as well, and it is therefore acceptable (though Corbin would still have won without it).

E	K	P	S
D	R	L	T
O	A	U	I
M	N	G	B

Four-Letter Words:

BITS	GULP	MODE	SLAM
BURE	KRAN	NARK	STIB
ERUB	MALS	PLUG	

Three-Letter Words:

ALS	GAD	LUG	PRO
ARK	GUL	MAL	RAN
BIT	ILK	MOD	RUB
BUR	ITS	NAR	SLA
DAG	KPS	NUT	TIB
DOM	KRA	ODE	TUN
EDO	LAM	ORP	URE

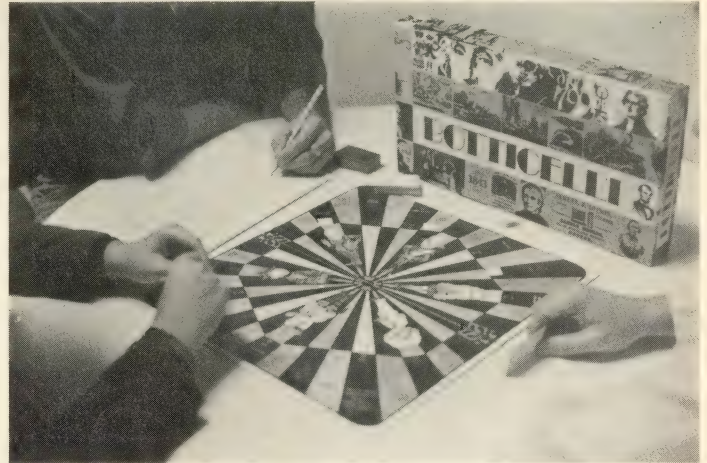
Three different 124-point solutions were submitted, two of them by winner Corbin and one by Norman Colten of Ocean, NJ. Following closely were Don Kreh of New Britain, CT (121), Joseph Damico of Columbus, OH (120), and Jane Rutledge of Lawrence, KS (also 120). Each of these entries has won for its author a GAMES T-Shirt. And our congratulations go to the many others who surprised us with scores over 100; our best try prior to running the contest was 87.

— R.W.S.

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ANSWER DRAWER



Mensa (Pages 14,15)

- time
- three
- c (made up only of straight lines)
- a, b
- 207 (Multiply the difference between the two preceding terms by 3, then add the result to the last term.)
- b (Not a, where the depth is out of proportion to that in the parallelepiped.)
- d
- 720 ($M=2$, $E=3$, $N=4$, $S=5$, $A=6$)
- firm
- d (The Γ rotates 90° counterclockwise in each successive square, while the number of lines in the other figure keeps increasing by one.)
- T (Alphabetical distance between successive letters keeps increasing by 1.)
- c
- c (Nothing is missing from, or added to, any of the four groupings, as is the case with the other choices.)
- leader, follower
- 19 (The rule is addition.)
- partner
- b (Alternation of slant direction requires that the answer slope from upper left to lower right; alternation of closed figures with open lines requires that the answer be a closed figure.)
- d (Remember that the first 7 dancers are still dancing.)
- 24 ($3^2=9$, $9 \times 2=18$; $2^3=8$, $8 \times 3=24$)
- 16 (Pizza begins with P, the 16th letter of the alphabet.)
- yellow (In pigments, yellow is contained in both green and orange.)
- b, d
- b (Imagine that one dot is fixed and the other rotates clockwise.)
- stone (All the other objects are man-made.)
- news (Or sewn, or wens. The code was North, South, West, East, i.e. N, S, W, E.)
- c (W, M, I are obtained from T, X, H by moving forward 3, 15, 1 letters in alphabetical direction, going from Z to A where necessary. The same distances separate C, G, Q and F, V, R.)

Othello (Pages 52,53)

(Squares are named according to coordinates shown in Diagram 2)

EASY: Black moves to g7, allowing White only one response: g8. Black then moves to b2, offering White a choice between a2 or b1, both of which offer Black access to the corner on the next move.

MEDIUM: White moves to g1, allowing Black only one response: h1. White then moves to b7; Black has no moves and must pass. White moves to a2, and Black takes the last move at a1. Score: White wins 39–25.

HARD: White moves to b7, leaving Black with five possible responses:

- 1) If Black g1, then White a6, Black a7 (if instead Black b8, then White a1), White a8, Black b8, White a1.
- 2) If Black g2, then White a6, Black a7 (if instead Black a8 or b8, then White a1), White a8, Black b8, White a1.
- 3) If Black b8, then White a8, Black a7 (if instead Black a6, then White a7, Black g2, White a1; or if Black g1 or g2, White a6, Black a7, White a1), White a6, Black g1 or g2, White a1.
- 4) If Black a7, White a6, Black g1 or g2, White a1.
- 5) If Black a6, White a8, Black g1 or g2 (if instead Black a7, White a1; or if Black b8, White a7, Black g1 or g2, White a1), White b8, Black a7, White a1.

History's Ghosts (Page 17)

In case you were wondering: The Red Dean was Dr. Hewlett Johnson, Dean of Canterbury, who held much faith in the workings of Stalinist Russia. Big Bill Thompson was the Mayor of Chicago under whose administration Scarface Al Capone and other gangsters flourished. And the Little Flower was the nickname given to New York's Mayor Fiorello LaGuardia, actually a translation of his Italian name into English.

1. Henry Clay
2. Cleopatra
3. William the Conqueror's great victory over the English in 1066
4. Andrew Jackson
5. Thomas Jefferson's home
6. Abraham Lincoln
7. Thomas Jonathan Jackson
8. Oliver Cromwell's overthrow of the monarchy of seventeenth-century England
9. Economic disaster of 1929
10. War between France and Prussia, 1870–71
11. William Henry Harrison
12. U.S. Navy ship that sank the *Virginia* (formerly named the *Merrimack*)
13. The *U.S.S. Constitution*
14. A Civil War battle site
15. Robert E. Lee's horse
16. Mass emigration to California goldfields in 1849
17. Book by Benjamin Franklin
18. President Zachary Taylor
19. Napoleon Bonaparte
20. Joe Namath

Gamebits (Page 9)

Puzzles on Vacation

Segundo (second)
 Minuto (minute)
 Un cuarto de hora (a quarter of an hour)
 Media hora (half hour)
 Hora (hour)
 Una hora y media (an hour and a half)
 Día (day)
 Semana (week)
 Mes (month)
 Año (year)
 Siglo (century)

Call Our Bluff (Pages 20,21)

The phony inventions are the Carbonated Beverage Resuscitator, the Swiss Cheese Simulator, the Bravado Rectifier, and the Lipstick Template.

Chess Problems (Page 49)

For algebraic notation (explained in September/October GAMES, page 64), see below.

A. White takes the pawn with his rook! Black can only take the rook at the expense of his queen, for (1) if the king takes the rook, White's bishop will take first the Black pawn (with check) and then the Black queen; while (2) if the queen takes the rook, White will move his knight two squares forward and to the right, simultaneously attacking the Black king and queen.

B. Black moves his queen two squares sideways and toward the center, checking the White king. The king must move to the corner. (If instead White blocks the check by moving his rook one square forward, Black will mate by moving his rook seven squares forward.) Black now moves his queen two squares diagonally, stopping on the square in front of White's rook and threatening to take the rook with mate. (White cannot now play rook takes queen,

since Black would mate in two moves, beginning by advancing his rook seven squares forward to give check.) White now has two main defenses: (1) he can move his rook one square to the right. Black will then move his rook seven squares forward, threatening both queen takes rook (mate) and rook takes rook (mate); and White has no defense. (2) White can withdraw his queen two squares diagonally to the left, protecting the White rook. But Black will move his rook seven squares forward, threatening rook takes rook; check, followed by mate. White can delay mate by advancing his rook pawn forward one square; but then after Black plays rook takes rook (check), White must play queen takes queen and is hopelessly behind in material after Black recaptures. If, instead of giving up his queen, White tries moving his king up one square, Black will move his queen back two squares (check); and when White interposes his pawn (the only move), Black will move his queen two squares forward, checkmate.

C. Black takes the pawn with his queen, checking the White king! The point is that if the White king takes the queen, Black will mate him by moving his bishop one square diagonally forward. White must therefore retreat his king one square back and toward the right, where it still protects his bishop. (If instead the king moves straight back, a check by Black's queenside knight will win the bishop immediately.) Black will now move his queenside knight two squares forward and toward the center, attacking White's bishop. White now has three ways of trying to protect the bishop, none of which succeed. (1) If White moves his queen diagonally forward two squares, Black will move his kingside knight two squares forward and toward the edge, checking the White king. The White king will then move one square to the right (still protecting the bishop), and Black will move the same knight forward and two squares toward the center, again checking the White king. Wherever White moves his king, his bishop will be lost immediately. (2) If White moves his queen two squares to the right, the same moves will ensue as in the above variation, except that the final check with Black's knight will also attack and win White's queen. (3) If White moves his queen six squares to the right, Black will check the White king as in the previous two variations, winning White's bishop one move earlier.

Algebraic notation

A. 1. Rh6xf6! If 1. ... Kg7xf6, then 2. Be3xg5, K any, 3. Bg5xd8. If 1. ... Qd8xf6, then 2. Ng3–h5+, winning the queen.

B. 1. ... Qf4–d4+, 2. Kg1–h1 (if 2. Rf1–f2, Re8–e1 mate), Qd4–f2! threatening Qf2xf1 mate. And now:

(i) If 3. Rf1–g1, Re8–e1, threatening 4. ... Re1xg1 mate and also 4. ... Qf2xg1 mate. There is no defense.

(ii) If 3. Qd7–b5, Re8–e1, threatening either 4. ... Re1xf1 or 4. ... Qf2xf1, with mate to follow in either case. If 4. h2–h3, Re1xf1+, 5. Qb5xf1 (if 5. Kh1–h2, Qf2–f4+, 6. g2–g3, Qf1–f2 mate), Qf2xf1+, and White is hopelessly lost.

C. 1. ... Qc7xf4+! 2. Ke3–f2 (if 2. Ke3xf4, Bg7–h6 mate; while if 2. Ke3–e2, Nc6–d4+ wins the bishop), Nc6–d4. White now has three ways of attempting to defend his bishop:

(i) If 3. Qb1–d3, Nf6–g4+, 4. Kf2–g2, Ng4–e3+, winning the bishop on the next move.

(ii) If 3. Qb1–d1, Nf6–g4+, 4. Kf2–g2, Ng4–e3+, winning the queen.

(iii) If 3. Qb1–h1, Nf6–g4+, 4. Kf2–g2, Qf4xf3+.

Games & Books (Pages 42,43)

What Is the Name of This Book?

In the first example, A must be a knave, for if he were

a knight, then it would be true that all three are knaves and hence that A, too, is a knave. So A is a knave. Hence, his statement was false, so in fact there is at least one knight among them.

Now, suppose B were a knave. Then A and B would both be knaves, so C would be a knight (since there is at least one knight among them). This would mean that there was exactly one knight among them; hence, B's statement would be true. We would thus have the impossibility of a knave making a true statement. Therefore B must be a knight, which means that C must be a knave.

The problem posed by Portia is solved as follows: If the portrait were in the lead casket, then all three statements would be true, which is contrary to what is given. If the portrait were in the silver casket, then all three statements would be false, which is also contrary to what is given. Therefore the portrait must be in the gold casket, fulfilling all the given information.

The Official Mastermind™ Puzzle Book

First problem: yellow, green, green, yellow

Second problem: yellow, blue, blue, white

Backgammon (Page 50)

(a) UV'W XY'Z'. Hit both blots and keep a relatively safe position. Bearing off two men (XY'Z'Z) is much too risky, as it leaves too many chances for Red to hit either immediately or on the next turn.

(b) YU' NJ IE2. Hit, make a four-point inner board, and bring a man down from the midpoint. This last play (NJ) will give you the best chance of hitting White if he throws a lucky 6-2, 6-1, or 5-2, to enter and escape.

(c) L — G. Red should stay, as he cannot escape from White's inner board anyway. By moving his outer man in, Red will avoid gammon as well as backgammon if White leaves a shot and Red misses but rolls double 6.

(d) White should not redouble; instead, he should wait and play for at least a gammon. He can always double later if he leaves one or two blots and one of them is hit. If White foolishly does double, Red should quickly drop and be thankful that he has avoided being gammoned.

Word Row (Page 51)

(a) Vowel Position	Solution
1	ANNFWNS (fairylands such as the British Elysium of Welsh tradition)
2	LENGTHS
3	TWELFTH
4	STRINGS
5	SCHLOCK
6	CRINGROB (a small town in Yugoslavia)
7	ŠTRBSKÉ (the first word in Štrbské Pleso, the Slovak name for Strba Lake, Czechoslovakia)
(b) Vowel Positions	Solution
1-2	EIGHTHS
1-3	ALIGHTS
1-4	ENLISTS
1-5	EXTRACT
1-6	UNSTRAP
1-7	ARCHPRO (an extreme professional)
2-3	HEIGHTS
2-4	DETESTS
2-5	CONCERT
2-6	JUMBLED
2-7	PIGITLE (an English barnyard)
3-4	SQUELCH
3-5	SLIVERS
3-6	DRESSED
3-7	BRITTLE
4-5	THROUGH
4-6	STROKED
4-7	SCRUPLE
5-6	SCHNOOK
5-7	SCHWABE (Heinrich Samuel Schwabe, 1789-1875, the German astronomer who, in 1843, discovered the periodicity of sunspots)
6-7	SHTCHEE (or STCHI, a Russian cabbage soup)

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Men who have it are good to themselves.

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THE FRENCH CONNECTION



As you need it, 6 feet of cord stretches into 15 feet. More to the point, it curls back up out of the way as you finish with it. No more tangles or tripping over cords when using small power tools, kitchen appliances, vacuum cleaners, drop lights, and so forth. We don't know why someone didn't come up with this a long time ago. It's a natural. The cord looks nice (when could you ever say that about an extension cord) and comes in washable bright plastic colors: yellow, red, white, blue, black. We can send them to you for \$7 each (please specify color). Imported from France. (A-21)

Sinking Presidential Prestige. The White House, built on what was once a swamp, has sunk a quarter of an inch in the last 30 years. The Washington Monument is going down just as fast. At this rate it will disappear from sight in the year 113,053.



POSTER GARDEN

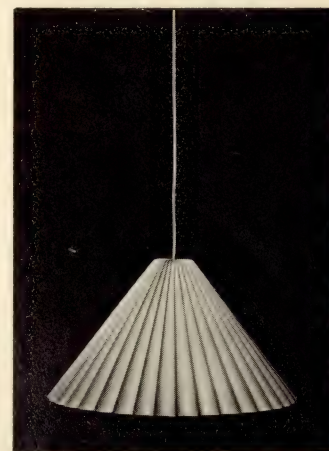
The New York Botanical Garden faithfully reproduced the giant sunflower from an illustration found in their rare book collection. You will see this 24" by 36" color poster at prices anywhere up to \$50 at art shops and

frame shops, depending on how expensively it has been framed. We can have the New York Botanical Garden people send you the very same poster for \$7.00 postpaid, and you can have it mounted or framed as you see fit. (A-25)

PHYSICS FOR THE BOOKISH

Have you ever wondered why bookends never work? There's a hint in the fact they are called bookends rather than bookholders. Even if you find a pair heavy enough to resist the weight of a number of books, what happens when you remove a couple from the center? Right. The

domino theory in action. Well, we've come across a solution that's based more on the enclave theory—and it works. It's called Bookworm from the Pentalic Corp. A spring steel coil on one end pulls the books firmly against the flat endpiece. Take out a book or two and the coil rolls up smoothly, keeping the others in place just as securely as before. Simple. Bookworm costs \$9.50 postpaid. Specify white, black, red, or blue. (A-6)



GETTING A LOT FROM A LITTLE

When you open the Pleat Lamp box, you immediately wonder what's missing: there don't seem to be enough pieces there to make an eyeshade much less a lamp. But that's part of the beauty—it's just about impossible to make a mistake putting it together. A mere 3 minutes of assembling will give you one of the most dramatic and graceful hanging lights we've seen. The lamp is styled in a way that makes it equally at home surrounded by heavy wooden furniture or chrome and glass. This is a design that is neither fancy nor plain, just *right*. The 22" heavy pleated paper shade has the look and feel of linen. It is durable enough to wear well and survive cleaning. We can send the Pleat Lamp with a 15' cord for \$30. The light bulb is up to you. A-20

Vagaries of Weather. The following item is from *Scientific American*, 2/21/1891: "A puzzling phenomenon has been noted frequently in some parts of Valley Bend district, Randolph County, Va., this winter. The crust of the snow has been covered two or three times with worms, resembling ordinary cutworms. Where they come from, unless they fall with the snow, is inexplicable. The snow is two feet deep, and the crust is too strong for them to have come up out of the ground. A square foot of snow can scarcely be found without a dozen of these worms on it."

A FLOCK OF NESTING BOWLS

As any cook knows, it's impossible to have too many bowls. This set of six heavy-gauge polished stainless steel bowls is the neatest, most useful we've seen in some time. The sizes are nicely graduated: $\frac{3}{4}$ qt., 1 $\frac{1}{2}$ qt., 3 qt., 5 qt., 8 qt., and a 13 qt. giant that is big enough to bathe the baby in. The sizes work so well together we're

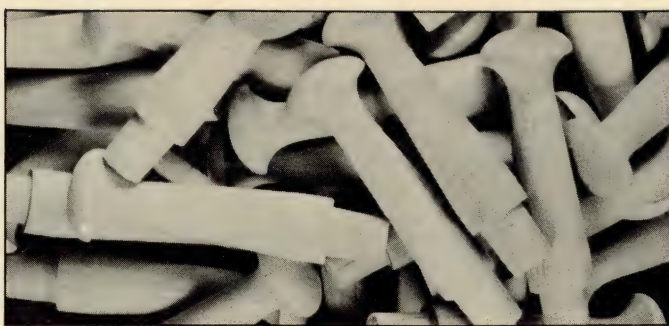


always finding uses for two at once, like putting a smaller one with vichyssoise in a larger one with ice. Six is itself a luxury—most sets stop at four or five. The bowls have nice heft and won't dent easily. They give a good lip or rim to grip with your fingers, a feature missing from surprising numbers of so-called mixing bowls. These are certainly handsome enough to use for serving. Together they will do you from soup to salad and beyond. We can send the set for \$28. (A-23)

Chinese Fast Food. According to the Chinese News Agency, at a recent tradesmen's tournament, it took master chefs exactly 2 minutes, 4 seconds to transform live squawking chickens into a finished Szechuan dish called Cubed Palace Jewels.

WHISTLE BLOWING

The human whistle no longer suffices to penetrate the din of modern existence. For help in this limiting circumstance, you can turn to the Thunderer whistle, a polished brass beauty made in England. Its shrill call restores your ability to reach the kids down the block or to hail cabbies. Not to mention that whistle blowing is satisfying activity. If you don't believe it, go someplace where you are alone and blow as hard as you can until you're out of breath. It's cheap therapy. The Thunderer comes on a matching brass key-ring for \$3.50 postpaid. (A-22)

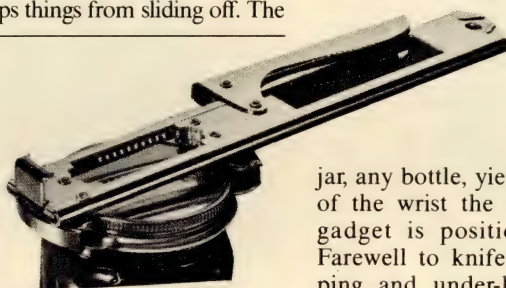


WOODEN PEGS

The Industrial Revolution blessed humankind with all manner of metal and plastic hooks and hangers. But none quite compares to the old-fashioned wooden peg. Pegs are honest, natural points of temporary rest. They tell the virtues of functional simplicity. Who can exist without them? The Shaker pegs pictured here are sturdy enough for big pots, heavy coats, chairs, oversized bathroom towels, coils of rope or wire. The fluted head not only looks nice, it keeps things from sliding off. The

pegs are unfinished hardwood, 3-7/16" long with a 5/8" tenon. We can send you a bag of 50 pegs for \$11. Having a quantity of pegs around creates possibilities. A friend mounted all 50 pegs on an unused piece of wall that is now combination storage and display for her knitting yarns. Kids love the pegs and make dolls and choo-choo trains with them. They also work as handles. If you have a lot that needs hanging up, we can send 1,000 pegs for \$170.

(A-27)



GIL WHO?

Gilhoolie! The very sound of it makes you laugh. But when you discover the Gilhoolie, what it is and what it does and how it works, you don't laugh. You chortle with glee and crow in triumph. Any tight-lidded

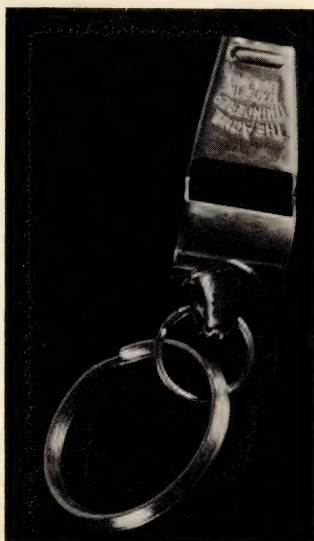
jar, any bottle, yields to a twist of the wrist the moment the gadget is positioned on it. Farewell to knife-handle tapping and under-breath dammits. It's the best whatcamacallit that you can have around. It's \$7.50 postpaid. (A-28)

Have Any Passed Your Way?

According to the U.S. Treasury Department, last year there were 3,260,000 \$10,000 bills in circulation.

GETTING TRUE WINE TASTE

Have you ever ruined a picnic because the white wine was too warm to go with the peanut butter sandwiches? Well, it need never happen again, whether on picnic or at table. The Wine Brique is a pleasantly crude natural clay receptacle that keeps a wine bottle at perfect serving temperature. To use it, you fill the Brique with cold water and let it sit 10 minutes. Then you empty the water and place a previously chilled bottle of white wine inside. The wine will stay at ideal serving temperature throughout the meal and longer. Red wine placed in the Brique an hour before the meal will be cooled to true cellar temperature. If you want to experience wine at peak flavor, you need one of these. The earthy look and feel of the clay provides a pleasing aesthetic touch. The Wine Brique is \$12 postpaid. (A-24)



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c/o Games Magazine, 515 Madison Ave., New York, N.Y. 10022

item #	qty	description	price
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_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
			total enclosed _____

☐ check enclosed ☐ Visa ☐ Master Charge

card# _____ expiration date _____

name _____

address _____

city _____ state _____ zip _____

5/79

Warmup Puzzle (Page 25)

ACROSS

- SCRUB. *Anagram* clue. The word CURBS anagrammed ("messy") makes SCRUB ("to clean").
- MINOR. *Reversal* clue. MINOR ("not yet twenty-one") is RON I'M spelled backwards. The reversal is indicated by "Come back."
- AMEND. *Container* clue. AMEND ("change") consists of MEN ("the males") inside AD ("commercial").

DOWN

- SAMOA. *Concealed word* clue. SAMOA ("an island") is concealed in "there'S A MOAt."
- RANGE. *Second definition* clue. RANGE is both a stove and an extent.
- BORED. *Homonym* clue. BORED ("tired") sounds the same as BOARD ("inn's meals"). The homonym is indicated by the words "we hear."

Crossword à l'Anglaise (Page 25)

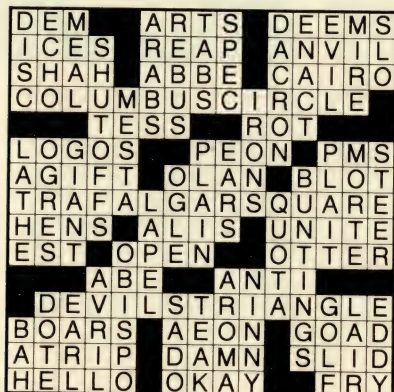
ACROSS

- Antelope (ante + lope)
- Airman (marina)
- Twice-Told (twice-tolled)
- Droll (D + roll)
- Cute (cut + e)
- Injunction (in junction)
- Appears (AP + pears)
- Litter
- Gemini (e.g. + mini)
- Drowsed (sword + Ed)
- Chef's salad (calf dashes)
- Okra (o.k. + ra)
- Revue (rue + Ev)
- Existence (e + x + is + ten + Ce)
- Easily (Yale is)
- Ignorant (ranting + O)

DOWN

- Autocrat (auto + car + T)
- Taint ("taint!")
- Leer (reel)
- Prognosticate (operating cost)
- Indication (vindication - v)
- Moodiness (moos + dines)
- Nylons (viNYL ON Shower)
- Double-dealing
- Magic spell (is leg-clamp)
- Preserves
- Accrue (a crew)
- Kenya (strickEN YAnkee)
- Otto (to + to)

Figure This (Page 31)

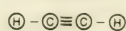


Movie Shorts (Page 31)

- Casablanca
- Earthquake
- Cabaret
- It Happened One Night
- Animal House
- Annie Hall
- The Odd Couple
- Last Tango in Paris
- Superman
- Lawrence of Arabia
- Notorious
- Interiors
- Dial M for Murder
- All About Eve
- Bonnie and Clyde
- Deep Throat
- Jaws
- Airport
- Dr. No
- Alfie

Links of Life (Page 26)

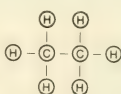
1. Acetylene



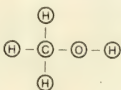
2. Ethylene



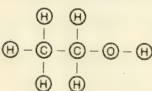
3. Ethane



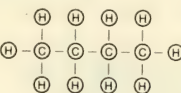
4. Methanol (Wood Alcohol)



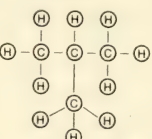
5. Ethanol (Grain Alcohol)



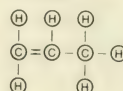
6. Butane



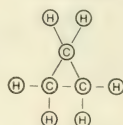
Isobutane



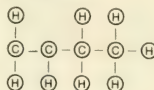
7. Propylene



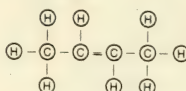
Cyclopropane



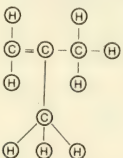
8. 1-Butene



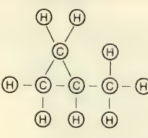
2-Butene



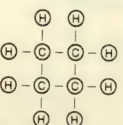
2-methyl-1-propene



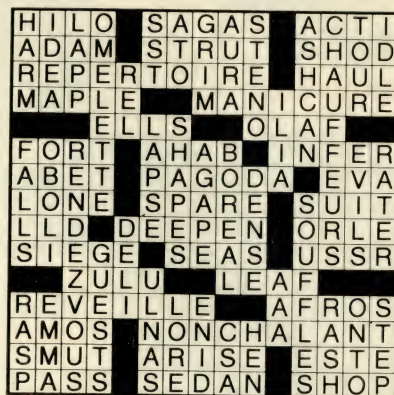
Methylcyclopropane



Cyclobutane



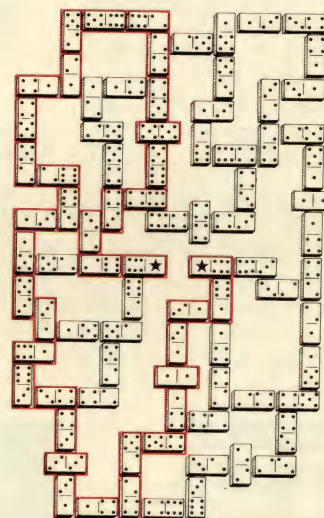
Le Français—C'est Facile! (Page 27)



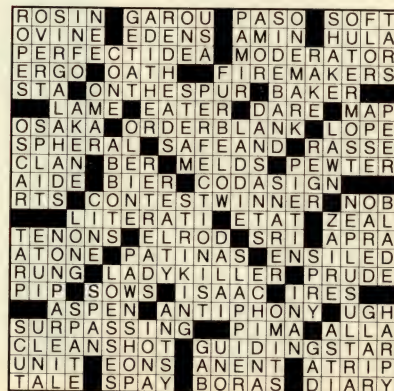
Cat-Lover's Special (Page 27)

- Raining cats and dogs
- Cat and mouse
- (Santa) Catalina
- Catsup
- Catfish Hunter
- Copycat
- Cater-cornered (or catty-cornered)
- Cat burglar
- Let the cat out of the bag
- Catnap
- Catnip
- To skin a cat
- Catapult
- "Cat got your tongue?"
- Cat-o'-nine-tails
- Catacombs
- Caterpillar
- Fat cat

The Domino Maze (Page 29)



Why Not the Best? (Page 35)

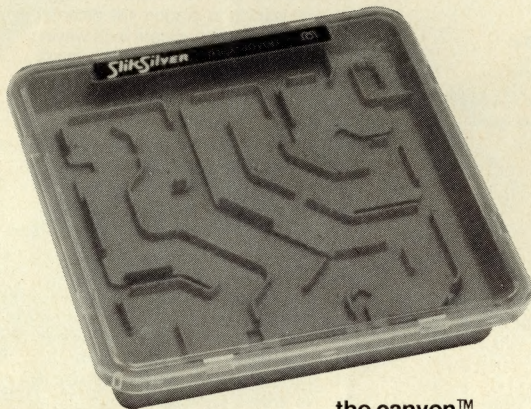


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Introducing Sliksilver, the games that turn ordinary tap water into mercury-like Sliksilver drops that slide, slither and break apart with maddening unpredictability.

It takes superb timing, sharp reflexes and a healthy dose of patience to guide the elusive Sliksilver drop through each of the four Sliksilver games.



the canyon™

Get all the Sliksilver into the final trap without slipping over the edge.



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Move all the Sliksilver from hole to hole in numerical order, without losing a drop.



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Get a little bit of Sliksilver into every hole. And don't leave any over.



the slither™

Move the Sliksilver like a snake down the ever-decreasing slot.

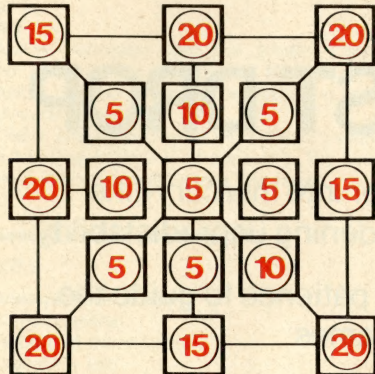
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U.S. Patent Number 3,931,428
Other U.S. and Foreign Pat. Pend.

Sliksilver™ from Mego®



The Puzzles That Took Russia by Storm (Pages 32, 33)

1. The first digit of 15,951 could not change in 2 hours. Therefore, 1 is the first and last digit of the new number. The second and fourth digits changed to 6. If the middle digit is 0, 1, 2, ..., then the car traveled 110, 210, 310, ..., kilometers in 2 hours. Clearly one of the first two alternatives is correct, and the car traveled 55 or 105 kilometers per hour.
- 2.



- 3.
4. At 30 kilometers per hour a truck travels a kilometer in 2 minutes; at 20 kilometers per hour, in 3 minutes. At the latter speed the truck is 1 minute slower per kilometer. To lose 2 hours, or 120 minutes, takes 120 kilometers, which is how far the kolkhoz is from the city.

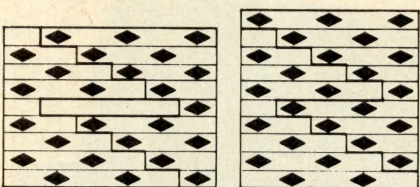
You might assume the speed desired is halfway between 20 and 30 kilometers per hour, or 25 kilometers per hour, but this is wrong.

At 30 kph, the truck would cover 120 kilometers in 4 hours. The trip is to take 1 hour longer, or to arrive at 11:00 A.M., and calls for a speed of $(120 \div 5) = 24$ kilometers per hour.

5. With 1 more orange, their number would have been divisible by 10, 9, 8, ... Such a number is a multiple of 2,520.

So, we had 2,519 oranges, or $2,519 + 2,520n$, where n is any positive integer.

6. She made two stair-step cuts, then put the two parts together as shown.



7. Let x be the answer. Vitya's pledge is to plant $\frac{1}{3}x$ trees. Kiryusha's pledge is to plant $\frac{1}{2}x$ trees. The preceding brigades plant the remaining trees: $\frac{1}{6}x$. Since this is 40, x is 240.
8. Tabulate the results and satisfy yourself that there is only one way to partition the 18 shots into 3 equal sets of 6:

25, 20, 20, 3, 2, 1;
25, 20, 10, 10, 5, 1;
50, 10, 5, 3, 2, 1.

The first row is Andryusha's, since it is the only row that contains two numbers whose sum is 22.

Since there are 3s only in the first and third row, the third row is Volodya's, and he hit the bull's-eye.

9. The problem can be easily solved backward. Before the third crossing the idler had 12 rubles. Adding the 24 rubles he gave the devil after the second crossing, he had 36 rubles, twice the 18 rubles he had before the second crossing. Adding 24 rubles again, he had 42 rubles, twice the 21 rubles he started with.

10. When the locomotives meet, the cabooses are $\frac{3}{8} = \frac{1}{3}$ kilometer apart, and their net approaching speed is 120 kilometers per hour. It takes them $\frac{1}{360}$ hour = 10 seconds to meet.

Dszquphsbnt! (Page 30)

1. NEW DIMENSIONS. The man who is not as big a fool as he used to be may be getting smarter, but he is more likely getting thinner.
2. IN WRONG JOBS. Too bad that all the people who know how to run the country are busy driving taxicabs and cutting hair. George Burns.
3. EARLY TO BED. Why is it the best way to keep healthy is to eat what you don't want, drink what you don't like, and do what you'd rather not?
4. THEY MEAN WELL. (key word: VIRTUE) "There are a thousand hacking at the branches of evil to one who is striking at its root," wrote Henry David Thoreau.
5. KING SIZE. (key words: WRONG SIZE) Customer to clerk in furniture store: "The Louis XIV bed you sent out is not big enough. Could you exchange it for a Louis XVI?"
6. SPARE THE ROD. (key word: SPANKED) There were fewer delinquents in the old days, and most of them found sitting down very painful.
7. GOOD PLANNING. (key words: BY DESIGN) Nature is wonderful. Millions of years ago she didn't know we were going to wear glasses, yet look at the way she placed our ears.
8. HE'S HOOKED. (key words: NO PIKER) A fisherman is someone who thinks it is worth spending one hundred dollars on a fishing outfit to catch a dollar's worth of fish.

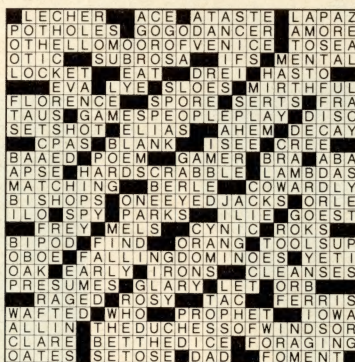
Proverbs and Converbs (Page 34)

1. Absence makes the heart grow fonder.
2. All work and no play makes Jack a dull boy.
3. You can't teach an old dog new tricks.
4. Too many cooks spoil the broth.
5. Curiosity killed the cat.
6. Nothing ventured, nothing gained.
7. You can't take it with you.
8. Nice guys finish last.
9. He who hesitates is lost.

Is Your Mind Flexible? (Page 37)

Number 1	Number 2	Number 3	Number 4
1. B	1. D	1. C	1. A
2. E	2. C	2. D	2. E
3. C	3. E	3. E	3. B
4. A	4. B	4. A	4. D
5. D	5. A	5. B	5. C

For Your Recreation Page (39)



Double Cross (Page 40)

A. WICKERWORK	N. HEARTHSTONE
B. IMBIBED	O. ENTHUSIASM
C. LOATH TO	P. GALAHAD
D. LATHE	Q. ANCHORAGE
E. ATTENTION	R. MONT BLANC
F. RETINUE	S. EUPHEMISM
G. DIZZY DEAN	T. OFF CHANCE
H. REFUNDABLE	U. FAITHFULLY
I. EQUALIZED	V. WORTHWHILE
J. SOUGHT	W. ON THE HEAD
K. PONTOON	X. RANT
L. YELLOW FEVER	Y. DREADNOUGHT
M. TATTLED	Z. SHADOW

The manager of a Dublin playhouse wagered that a word of no meaning should be the common talk and puzzle of the city in one day. In the course of that time he had the letters q-u-i-z chalked on all the walls

of Dublin. He won the wager—and the word, an utter fabrication, thrives.

—Willard R. Espy, *The Game of Words*

Eyeball Benders (Pages 18, 19)

1. A partially-peeled banana
2. Plastic packing material
3. Scouring pads
4. Empty eggshell
5. Wooden clothespins
6. Plastic hairbrush
7. Candied popcorn
8. Candles
9. Stick of bubblegum
10. Raw egg
11. Mailbox
12. Back of postage stamps
13. Coffee grounds in filter
14. Scrabble tiles in rack
15. Glue applicator
16. Swiss cheese
17. Licorice sticks
18. Bunch of bananas

Mirror Image (Pages 46, 47)

The right-hand page differs from the left-hand page in the following ways:

1. Border triangles change color.
2. Boy seated below lion is barefoot.
3. Girl has joined boy on rock.
4. Decoration on stone next to the boy is missing.
5. Dragon is missing horns.
6. Dragon rider's pants change color.
7. Lady with cape in doorway has short hair.
8. Lion changes from male to female.
9. Girl waving to dragon has different color hair.
10. Man in front of unicorn isn't waving.
11. Birdman's tail loses some feathers.
12. Drummer has different drum.
13. Unicorn is missing its horn.
14. Bird in different window.
15. Triangular design on stone arch changes to oval.
16. Ball missing on top of flagpole.
17. Hornblower's sash changes sides.
18. Hornblower's clarions straighten.
19. Shingles on turret roofs change shape.
20. Fish on flag changes color.
21. Queen tosses one less flower.
22. Little man in doorway behind unicorn has different hat.
23. Human face in archway under hornblowers changes to a pig's face.
24. Monster under lower bridge has eye closed.
25. No artist's signature.
26. Dragon has gained some scales.
27. Cross removed from knothole in tree.
28. Different page number.
29. The word *substantial* changes to *substantive*.
30. Answer Drawer reference is missing.

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EUREKA is dedicated to those venturesome spirits who, never settling for a ready answer, have fought their way to a better, more elegant, or more complete solution than one previously given in the Answer Drawer.

★ Invisible Letters (January/February, page 45).

Kyle Corbin of Raleigh, NC, has found more examples of particularly difficult-to-find "invisible letters"—letters which are pronounced even though they do not appear in the spelling of a word. According to *Webster's Third*, the word *happen* can be pronounced with an *m* instead of an *n*, yielding an invisible *m*; and *Baptist* can be pronounced "babdist," producing an invisible *b* (and, if the restriction against the appearance of an invisible letter elsewhere in the word is relaxed, an invisible *b* as well).

★ Hit the Charts (January/February, pages 22, 23).

Todd H. Everett of Los Angeles, CA, and a number of other readers have pointed out a better answer to question number fifteen, which asked for the name of a song memorializing the 1959 plane crash that killed Ritchie Valens, J.P. Richardson, and Buddy Holly. Instead of "American Pie," which referred to the tragedy only obliquely, the 1959 near-Top Ten hit "Three Stars," by Tommy Dee (with Carol Kay and the Teen-Aires), devoted a verse to each victim.

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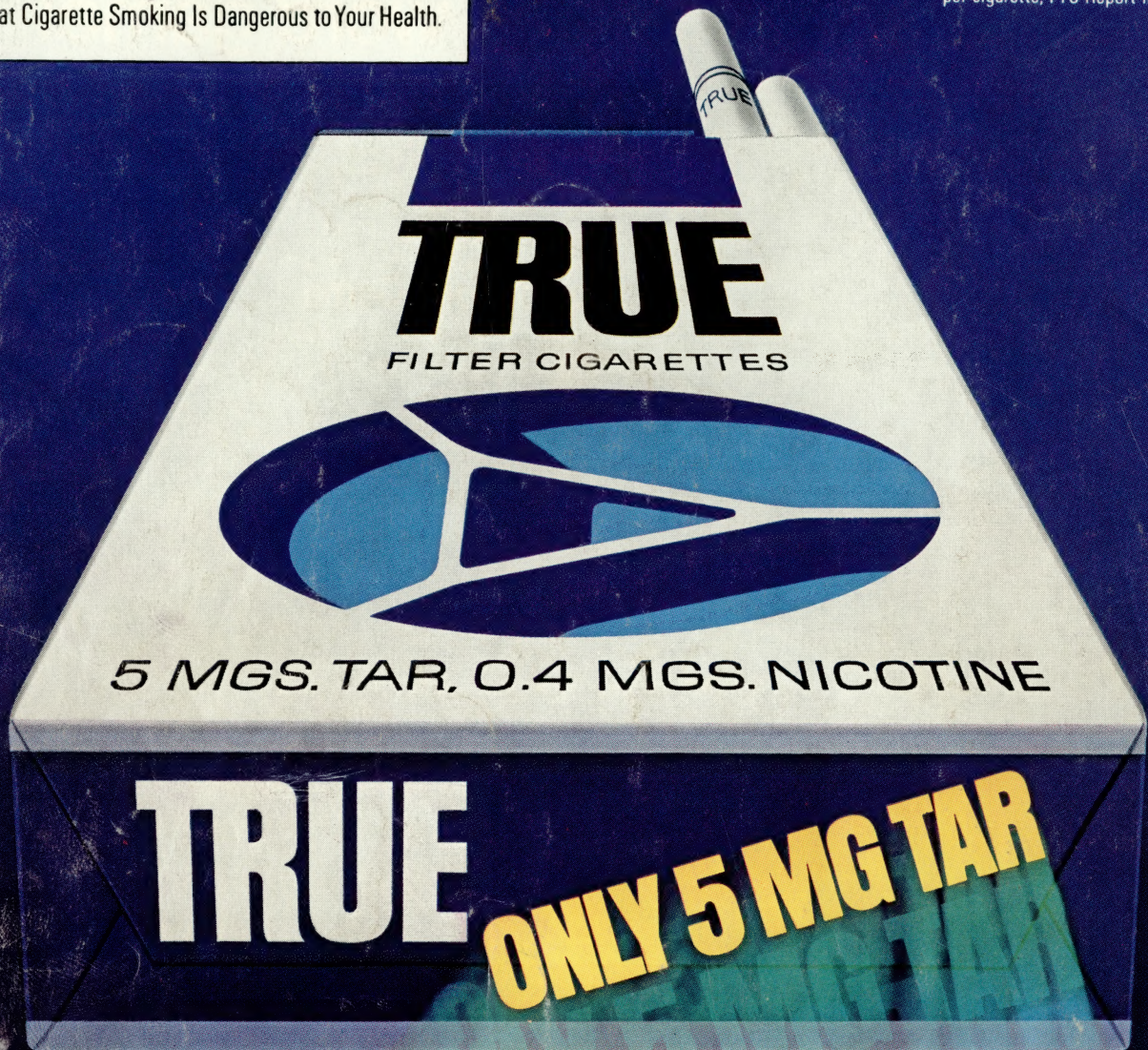


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